



To all of our cherished and passionate Devil May Cry fans,

First and foremost, I'd like to apologize for taking so long to provide a new DMC title and also personally thank you for purchasing Devil May Cry 5.

In the time since our previous installment, I started to feel a bit empty because I noticed fewer and fewer "pure" action titles on the market. Eventually it hit me - who else would make it if not us? So I decided to tackle that feeling head-on and create what I consider to be a "pure" action game.

For DMC5 we took on the challenge of pursuing ultra-photo-realistic visuals, while at the same time attempting to wipe out anything that might feel unnatural in an action game environment - all in the hopes of creating something that would hopefully even go beyond what's been experienced in movies thus far. We've been working toward that goal for 3 years - and we've finally made that dream a reality.

Almost 10 years after we completed DMC4, I was really getting the itch to make a new DMC title. Before we even had the green light to proceed with the project, I had all of these ideas that had been piling up - and so the framework for the game, the story and the characters were all solidified beforehand. I really wanted to give players an experience that would move them to tears.

We've prepared lots of surprises throughout the game, so I'd love it if you avoid any spoilers before playing so that you could see everything through the game itself. Nothing would make me happier than having you pick up that controller and really feel the 10 years of ideas, thoughts and love that have gone into this game.

Finally, I truly hope you enjoy this art book - it contains the results of all of the trial and error that we experienced while making this game.

Hideaki Itsuno
Director, Devil May Cry 5
Capcom

If you're reading this, let's get one rule straight, right now:

I may be lettin' you in the RV, but Don't Touch NOTHIN'.

Not the wheel. Not the fridge. And there's hell to pay if you go anywhere near the jukebox. Look, Nero asked me to let you walk through the place - don't mean I need to like it. So long as you don't go pokin' too far into our little home, we'll all get along just fine.

Now, you're probably thinking to yourself, "What makes Devil May Cry tick?" Well, it sure ain't sunshine and roses. Nero deals the damage. I fix everything he messes up. Every. Damn. Thing. All the damn time. It's almost as if he lives to screw with my Devil-Breakin' masterpieces!

Morrison - that creepy friend of Dante's? - I don't know his deal, but he's got a line on some sweet demon-slaughterin' jobs. Chrissakes, just wish he'd throw some of that business our way! And Dante? I still can't believe that we actually need to save his ass. But I'm gettin' ahead of myself.

Alright, I got things to do. The workbench is in the corner. The couch is over there. You mess anything up, I get first crack at messin' you up - before Nero.

Enjoy!

Nico



SPOILER ALERT:

*Don't go reading too far into this book before playing Devil May Cry 5!
Seriously. We don't want to ruin any of the demonic surprises awaiting you.*

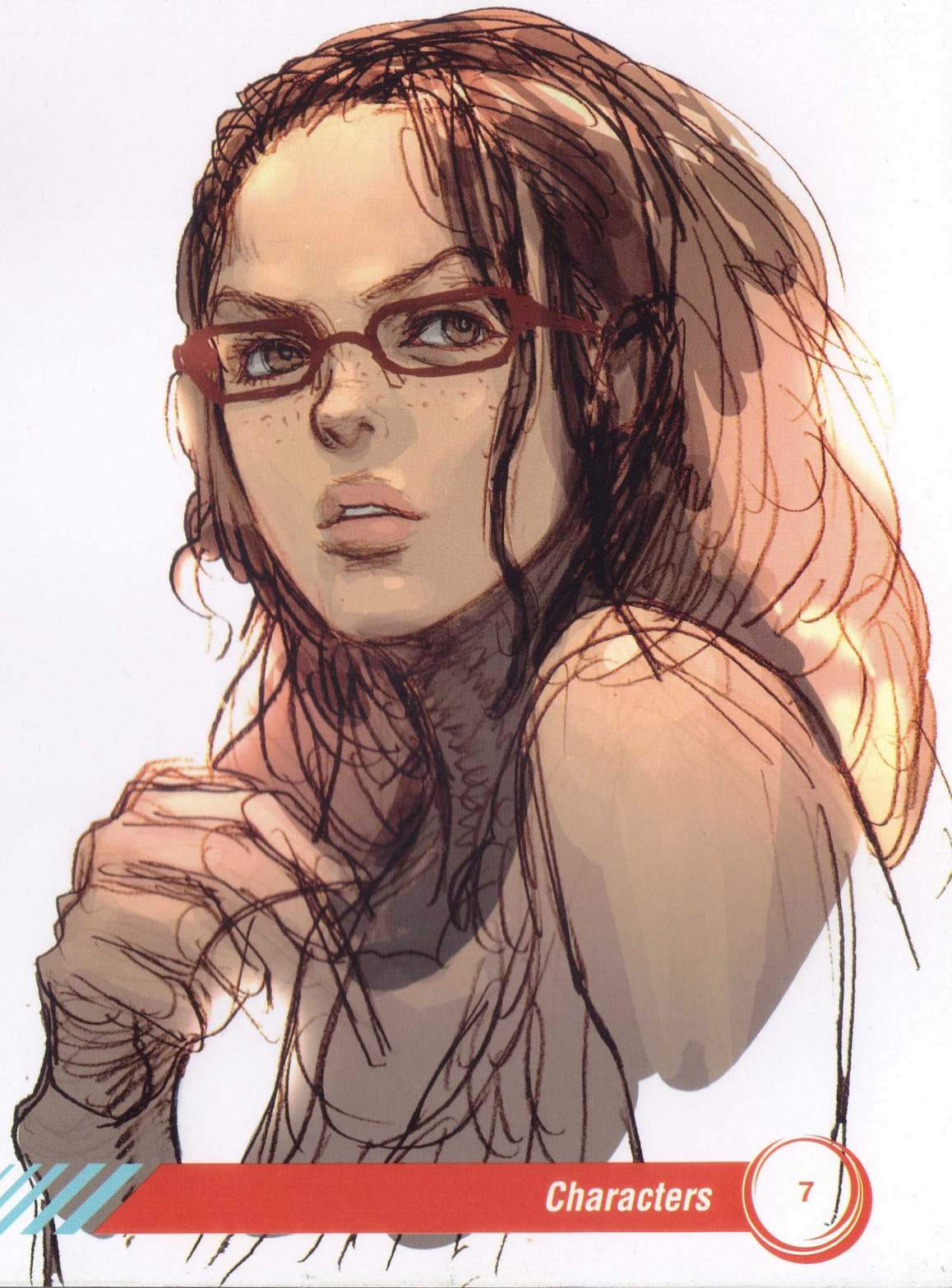
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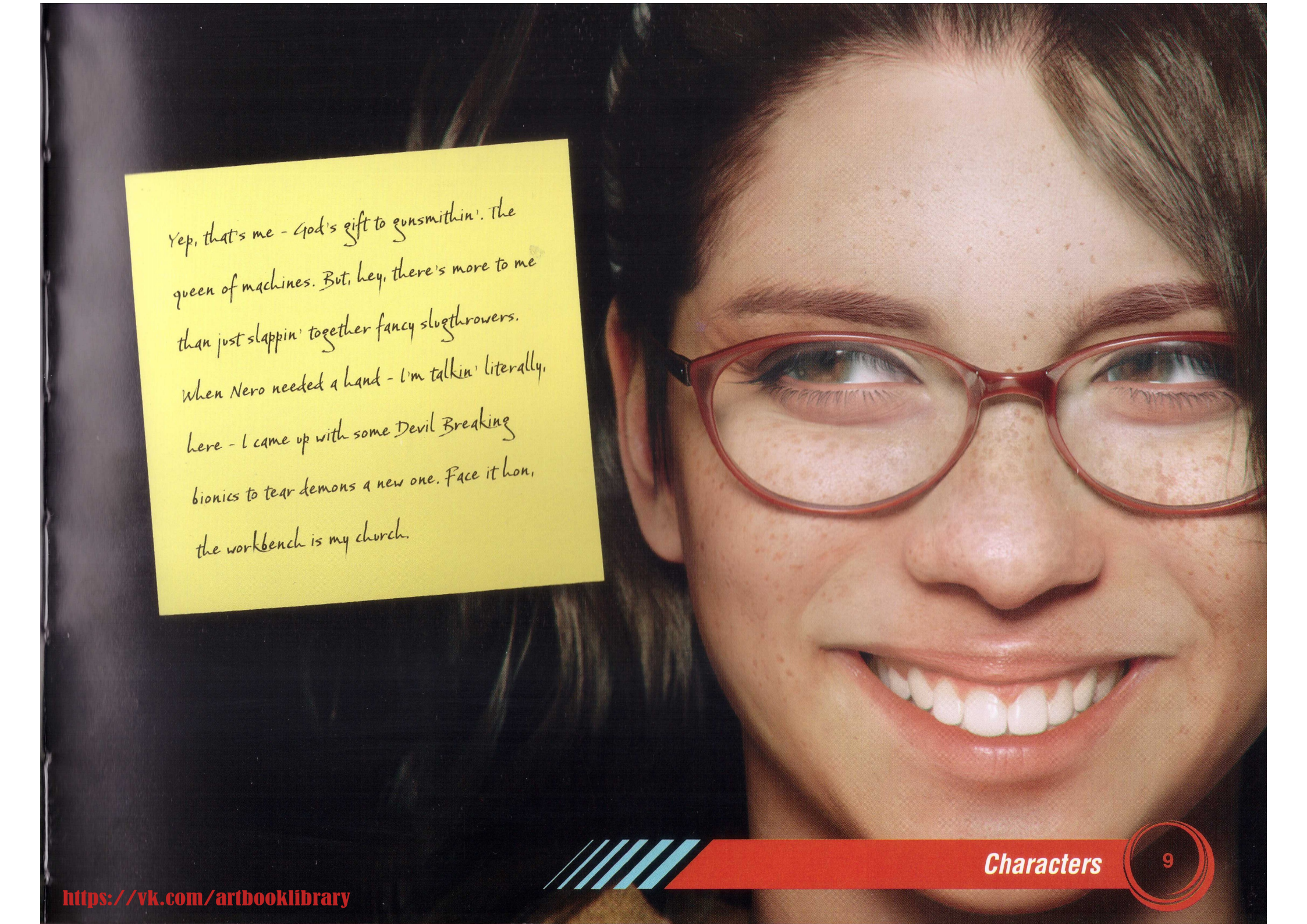
Devil May Cry

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Devil May Cry 5





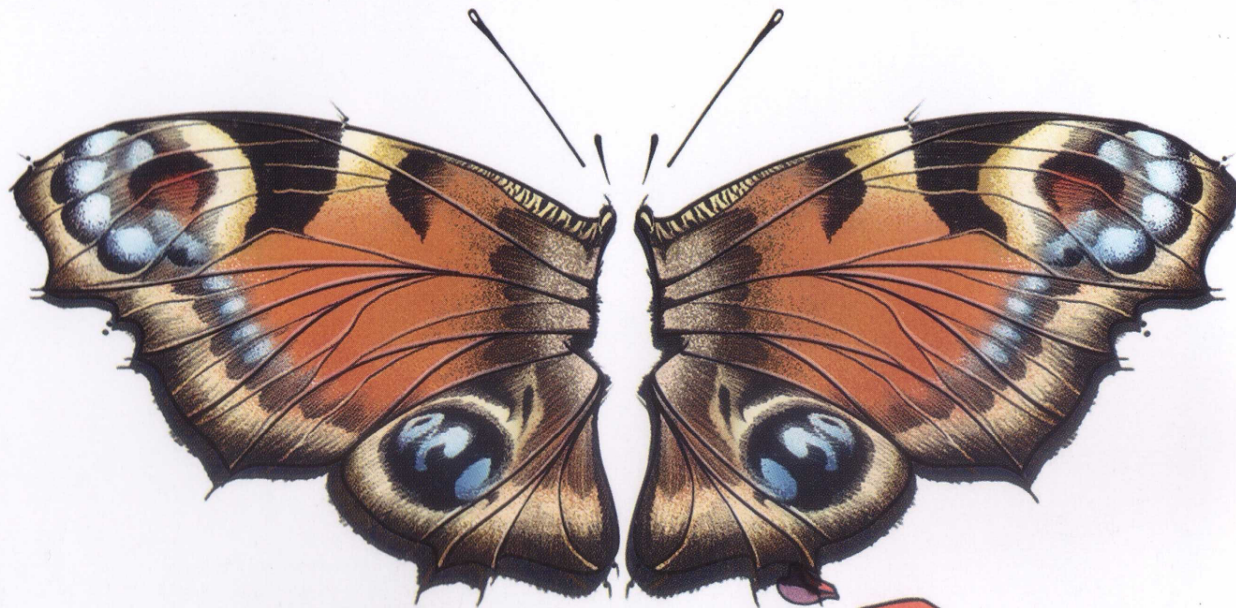


Yep, that's me - God's gift to gunsmithin'. The queen of machines. But, hey, there's more to me than just slappin' together fancy slugthrowers. When Nero needed a hand - I'm talkin' literally, here - I came up with some Devil Breaking bionics to tear demons a new one. Face it hon, the workbench is my church.

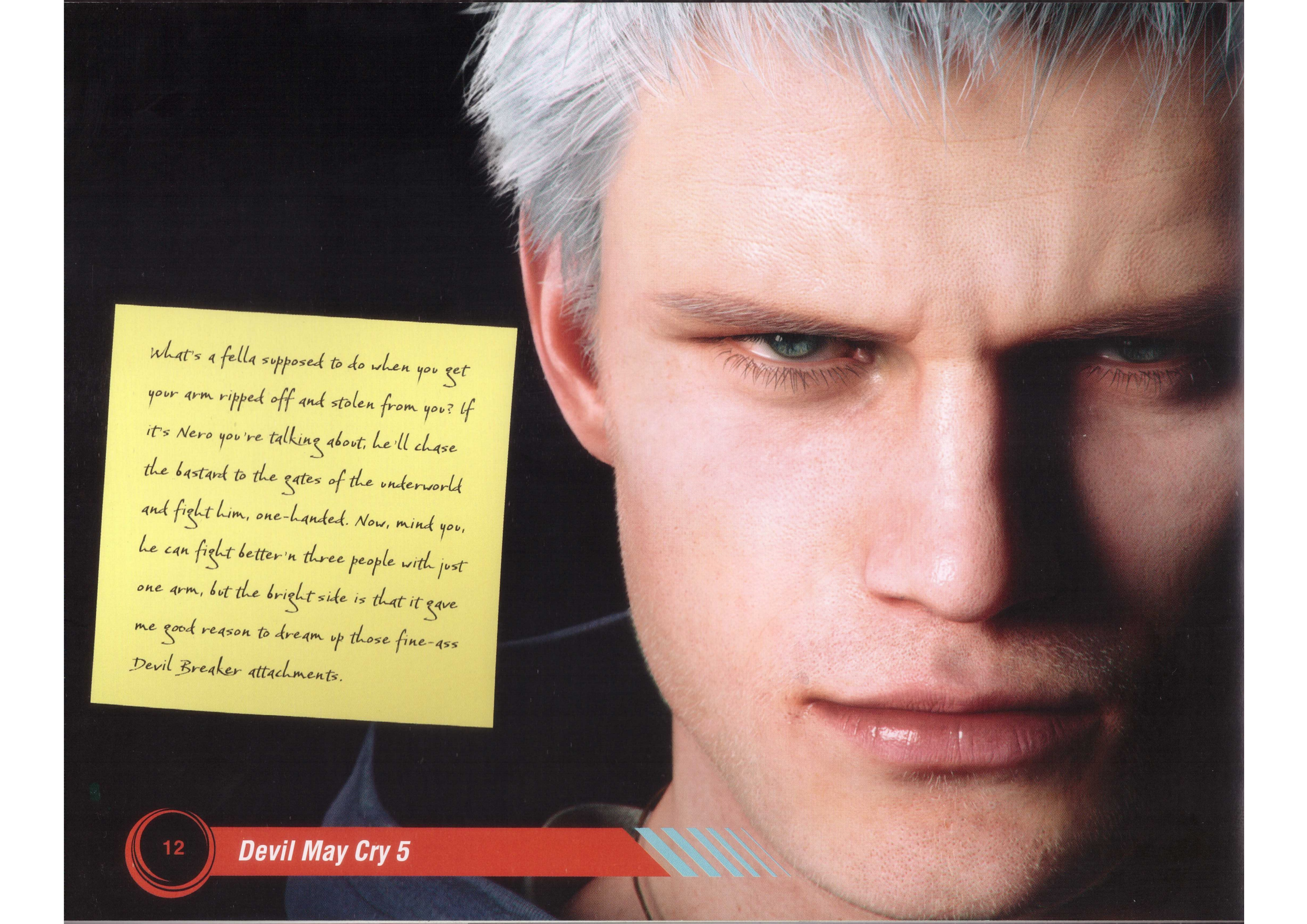
I wish you'd still be here with me.



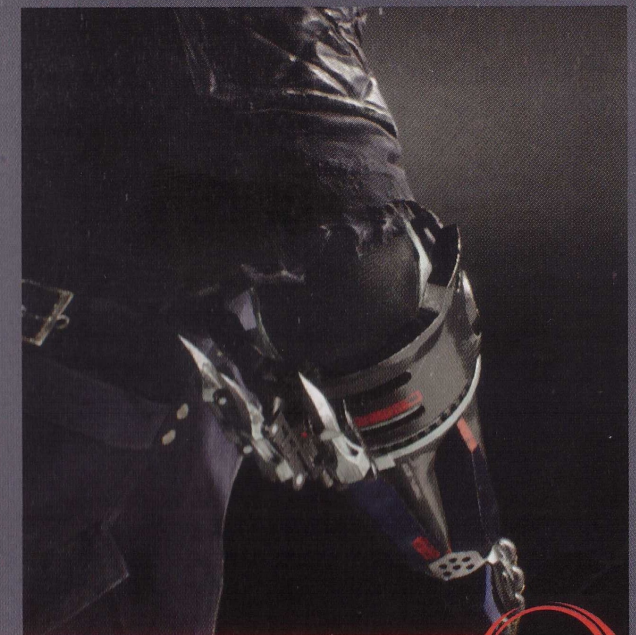
Gunsmithing





A close-up, high-resolution photograph of Nero's face from the video game Devil May Cry 5. He has short, spiky white hair and light blue eyes. His expression is serious and intense, looking slightly off-camera. The lighting is dramatic, with strong highlights on his forehead and nose, and deep shadows on the sides of his face. The background is dark and out of focus.

What's a fella supposed to do when you get your arm ripped off and stolen from you? If it's Nero you're talking about, he'll chase the bastard to the gates of the underworld and fight him, one-handed. Now, mind you, he can fight better'n three people with just one arm, but the bright side is that it gave me good reason to dream up those fine-ass Devil Breaker attachments.

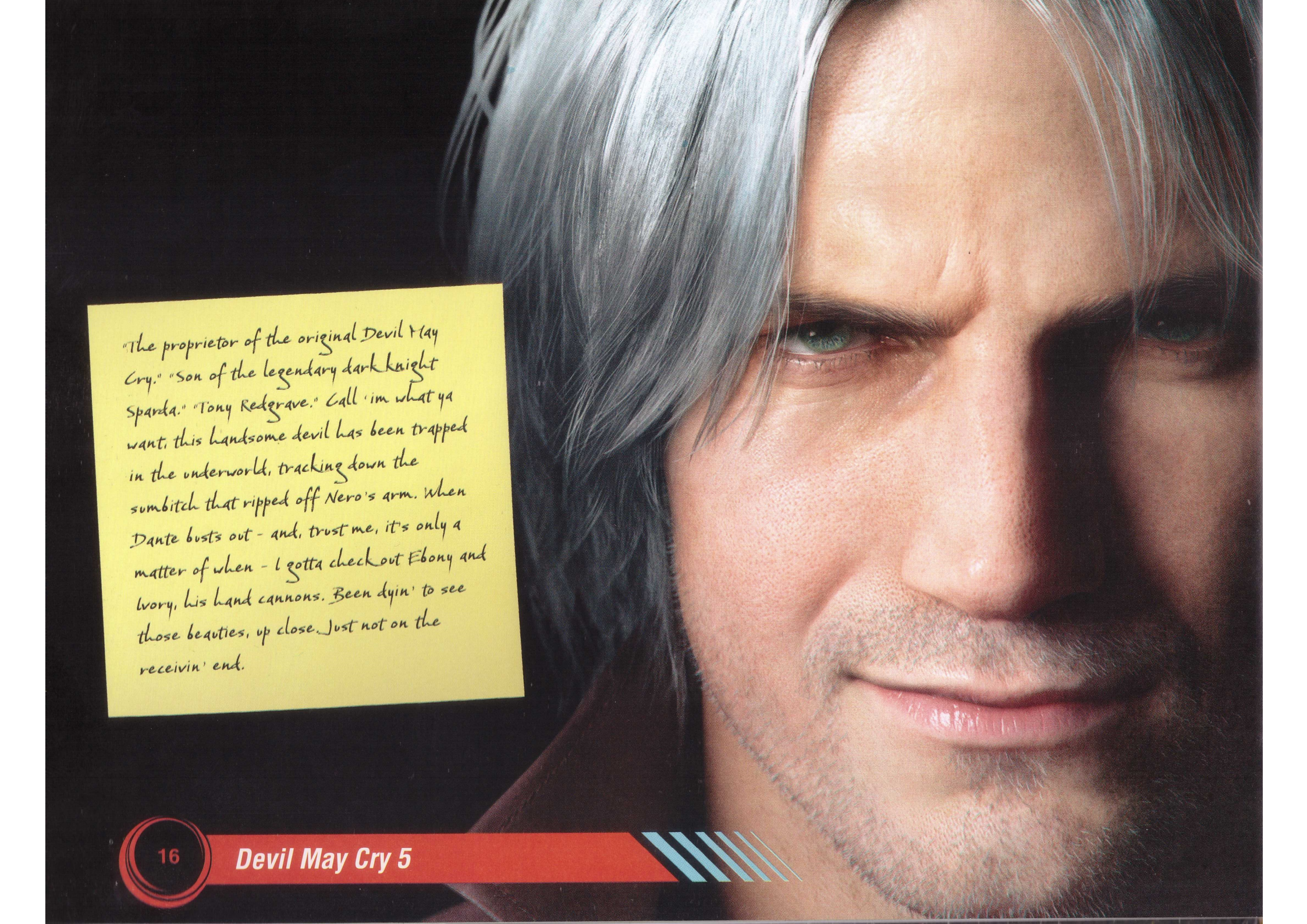




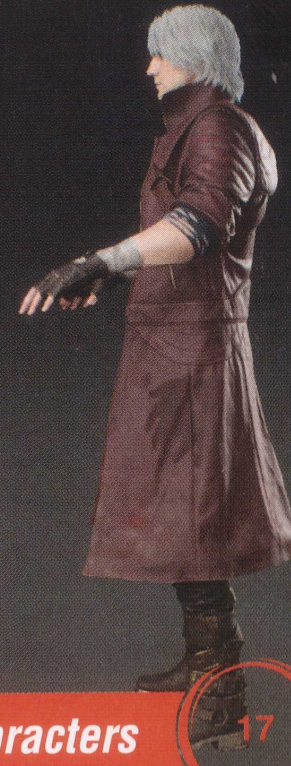
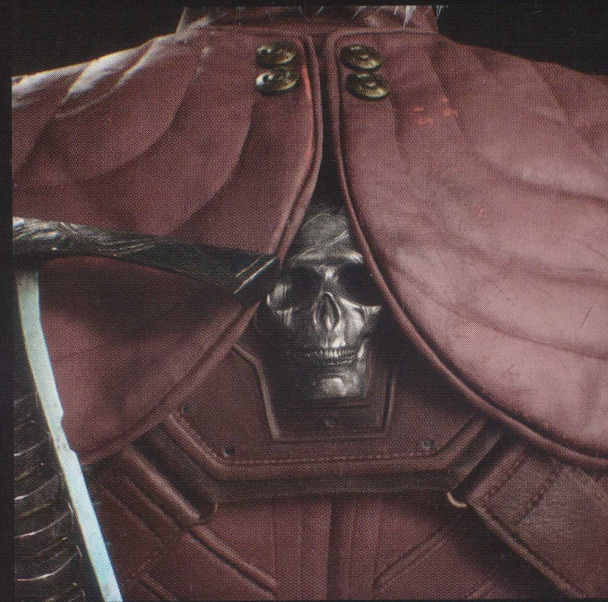
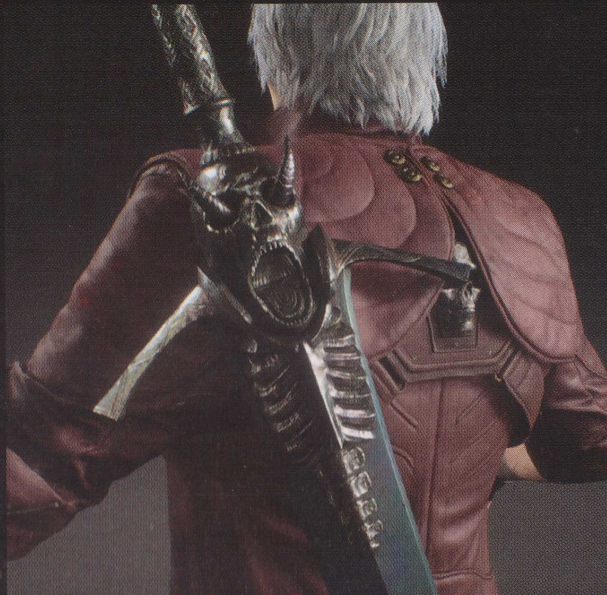


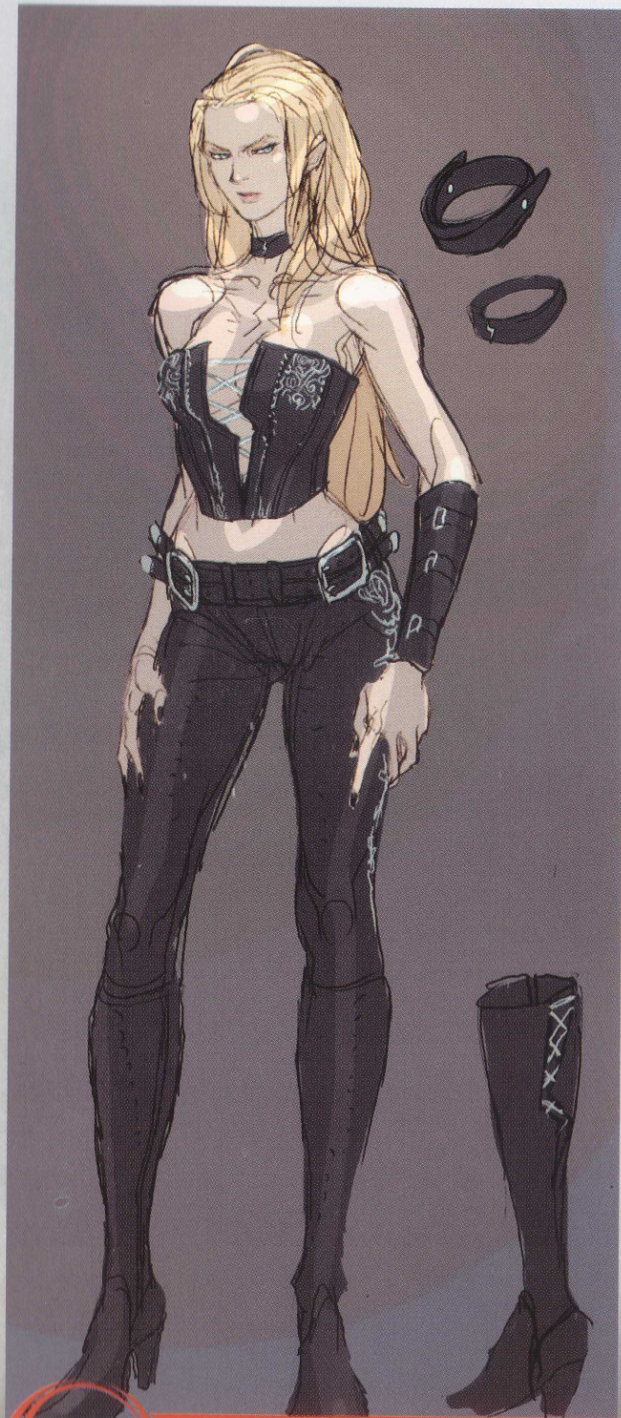
Characters

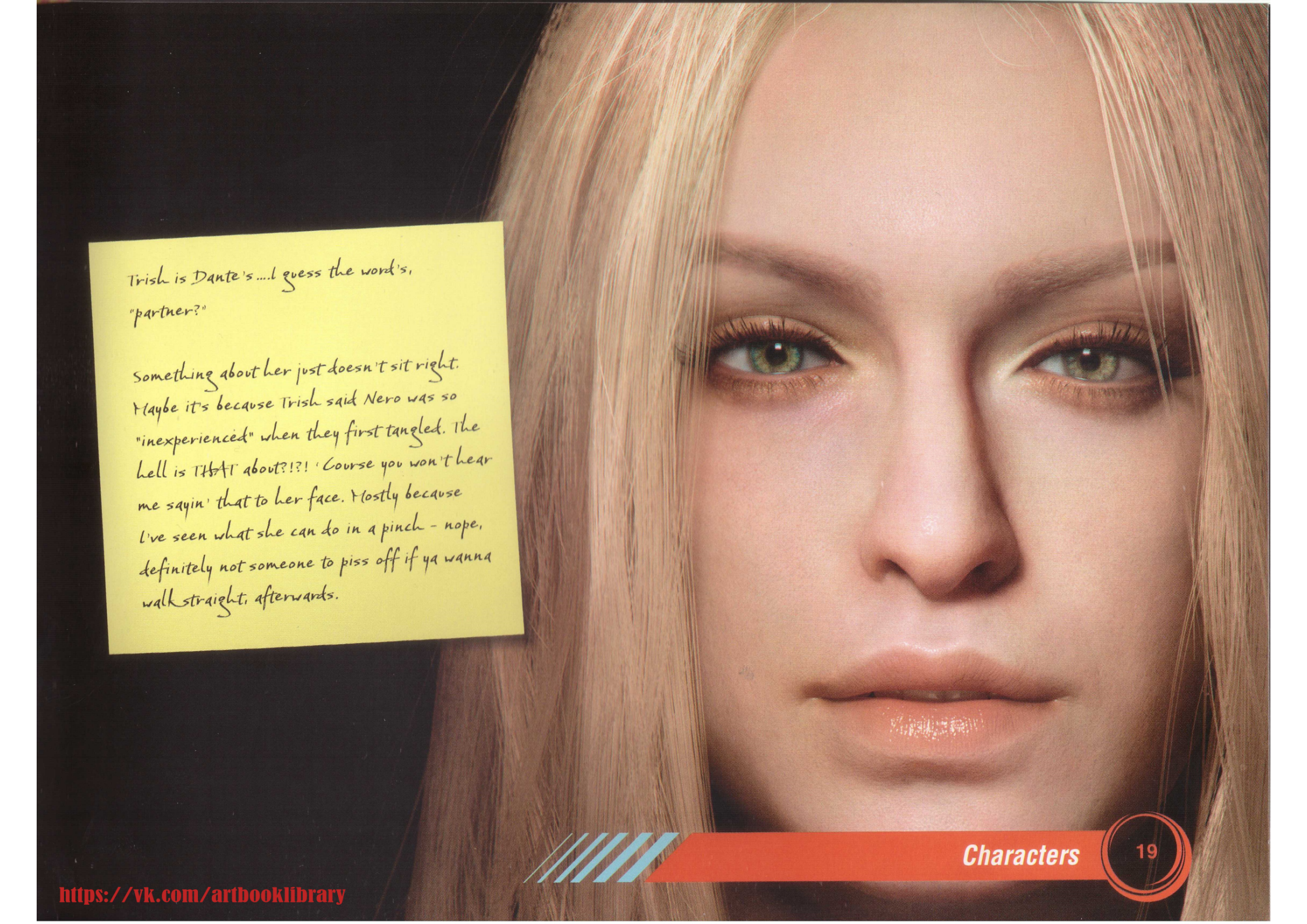
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A close-up portrait of Dante from Devil May Cry 5. He has long, straight, silver hair and a light green eye. He has a slight, enigmatic smile and a light beard. The background is dark and out of focus.

"The proprietor of the original Devil May Cry." "Son of the legendary dark knight Sparda." "Tony Redgrave." Call 'im what ya want, this handsome devil has been trapped in the underworld, tracking down the sumbitch that ripped off Nero's arm. When Dante busts out - and, trust me, it's only a matter of when - I gotta check out Ebony and Ivory, his hand cannons. Been dyin' to see those beauties, up close. Just not on the receivin' end.





A close-up portrait of a blonde woman with green eyes, looking directly at the camera. Her hair is light blonde and straight, framing her face. She has a neutral expression.

Trish is Dante'sI guess the word's,
"partner?"

Something about her just doesn't sit right.
Maybe it's because Trish said Nero was so
"inexperienced" when they first tangled. The
hell is ~~THAT~~ about?!?! 'Course you won't hear
me sayin' that to her face. Mostly because
I've seen what she can do in a pinch - nope,
definitely not someone to piss off if ya wanna
walk straight, afterwards.



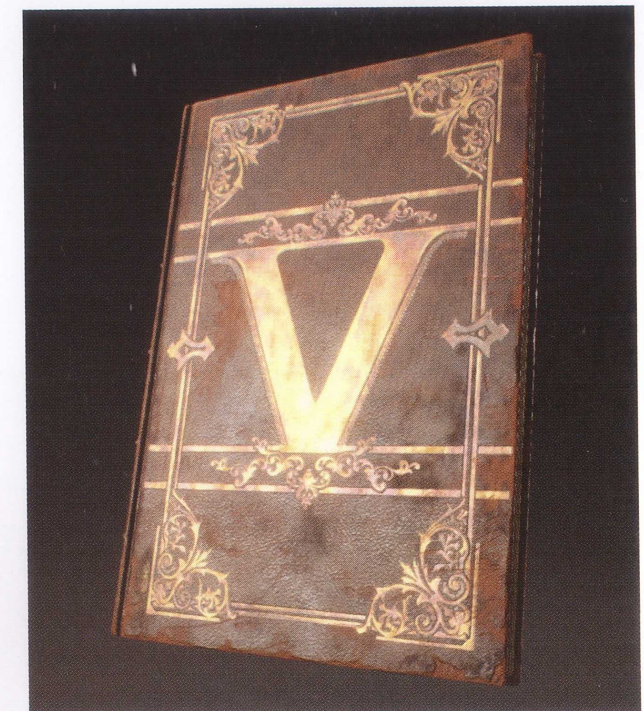
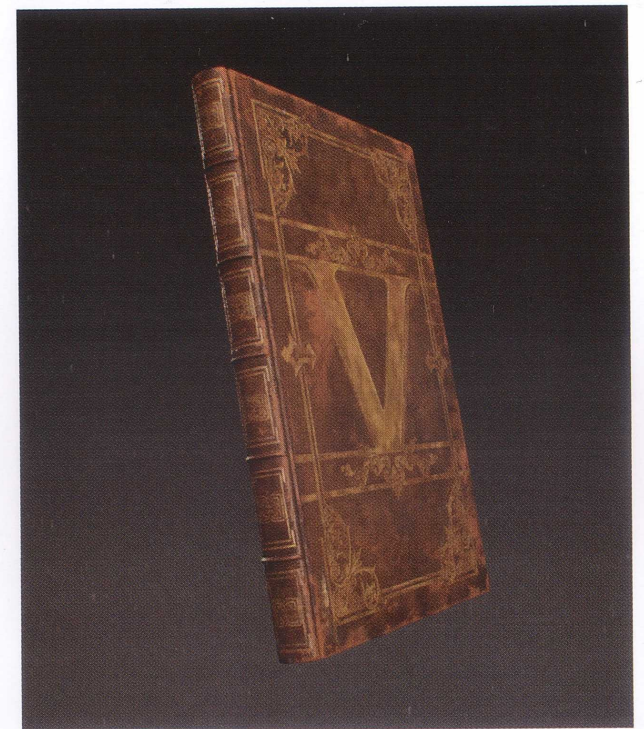


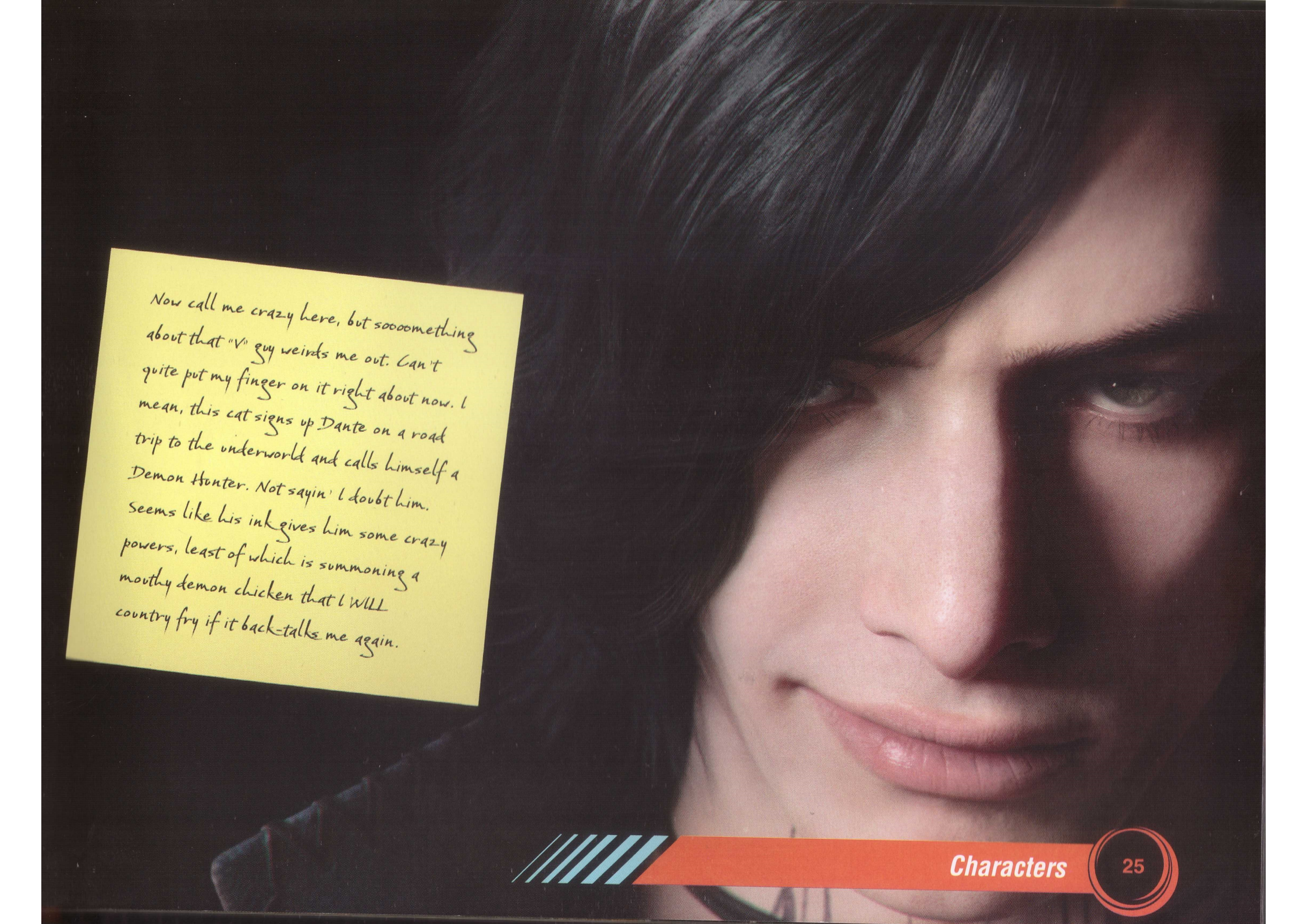
In my line of work, if someone only wants to go by the name, "Lady," you don't go pokin' your nose into someone else's business. Take this Devil Huntin' gal, fer instance.

When it comes to slaughterin' hell-beasts, she's prolific. Heck, when I ran a weapons shop back in Fortuna, she was one of my best repeat customers.





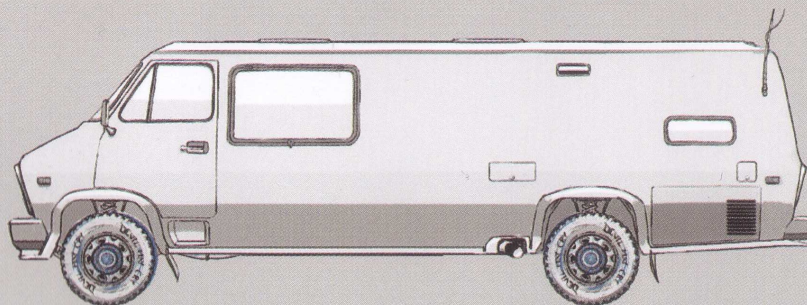
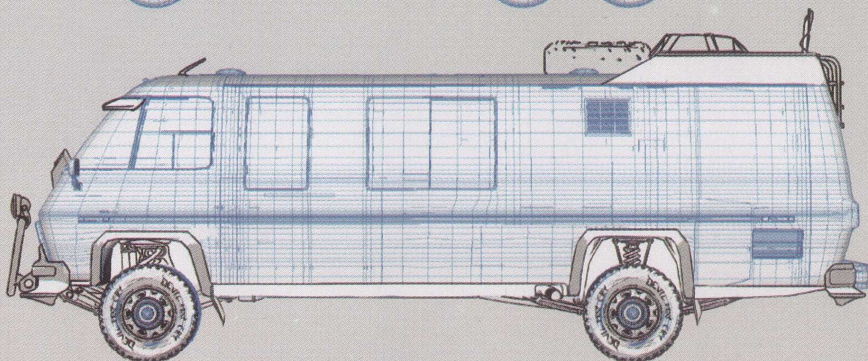
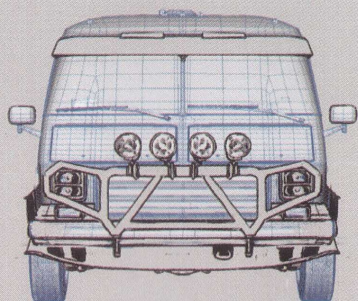
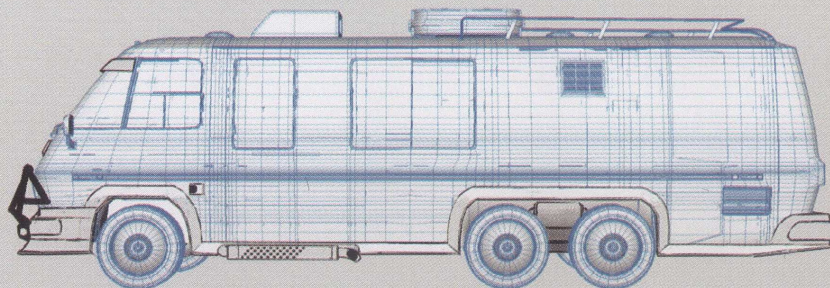
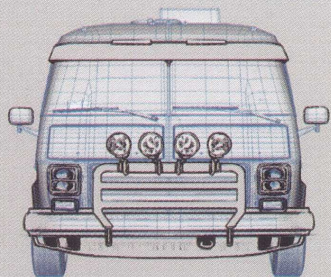




Now call me crazy here, but soooomething about that "V" guy weirds me out. Can't quite put my finger on it right about now. I mean, this cat signs up Dante on a road trip to the underworld and calls himself a Demon Hunter. Not sayin' I doubt him. Seems like his ink gives him some crazy powers, least of which is summoning a mouthy demon chicken that I WILL country fry if it back-talks me again.







MINOTAURUS



You think all them fancy food trucks got the market cornered on goin' mobile? Hell, welcome to Devil May Cry, the finest business-on-wheels to grace the streets of Fortuna. It's Nero's office, my workshop and our ass-kickin' home away from home. So long as Nero remembers to keep some change in that bitchin' coat of his, I'm only a phone call away.



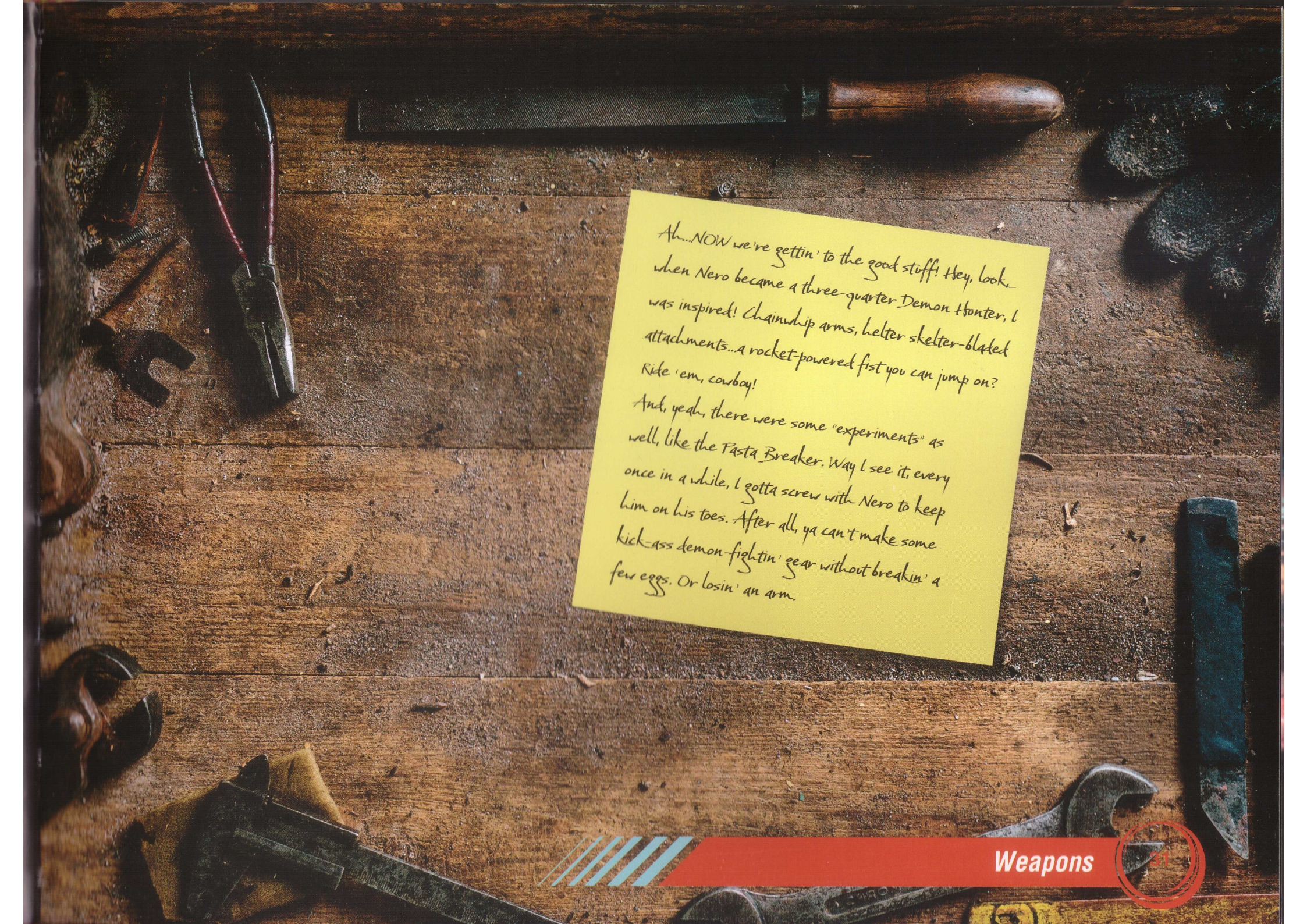


Devil May Cry

DMC Motorhome

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Ah...NOW we're gettin' to the good stuff! Hey, look when Nero became a three-quarter Demon Hunter, I was inspired! Chainwhip arms, helter skelter-bladed attachments...a rocket-powered fist you can jump on? Ride 'em, cowboy!

And, yeah, there were some "experiments" as well, like the Pasta Breaker. Way I see it, every once in a while, I gotta screw with Nero to keep him on his toes. After all, ya can't make some kick-ass demon-fightin' gear without breakin' a few eggs. Or losin' an arm.

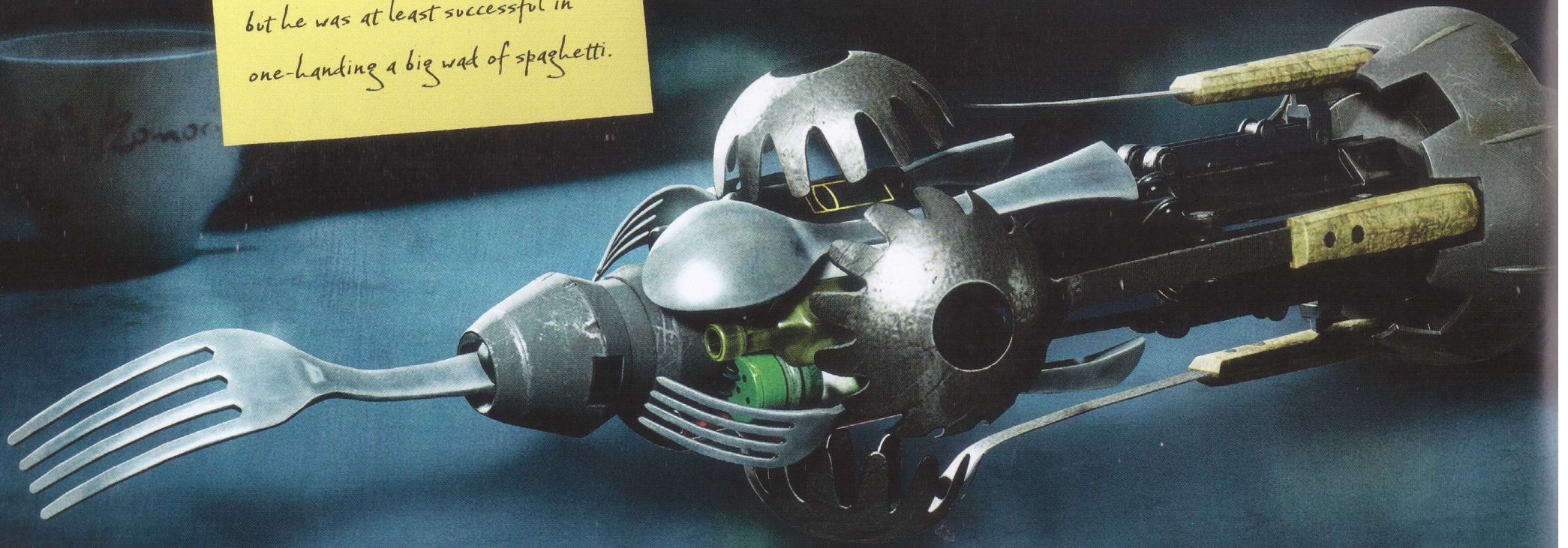


Mega Buster

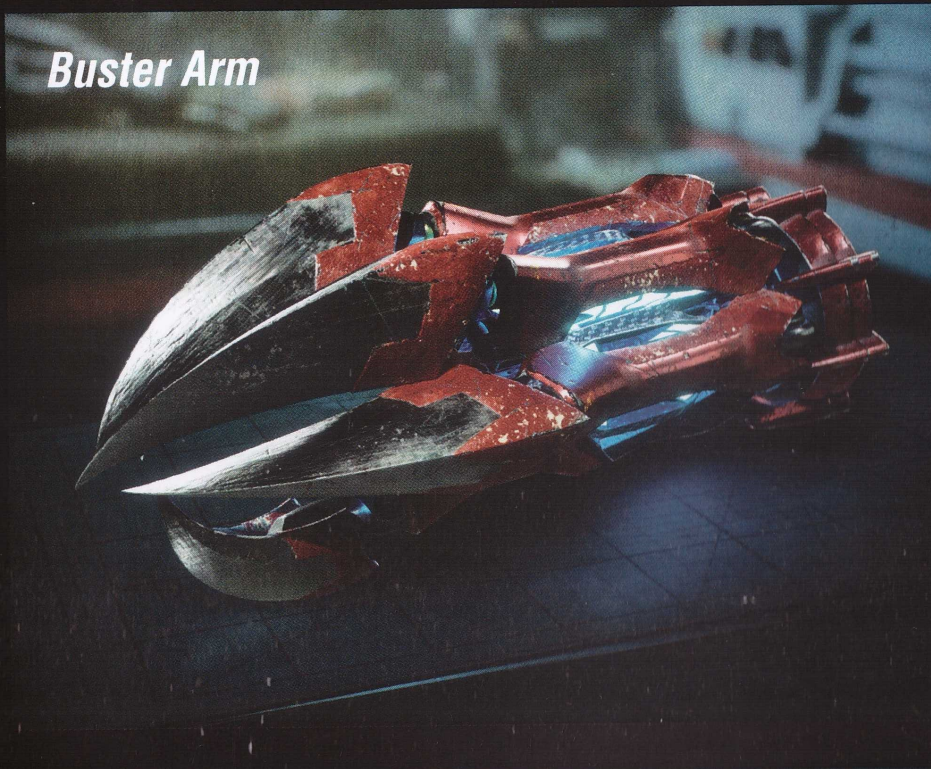
I could say that this inspired piece of engineering's good for the Earth because it's solar-powered, but who am I kidding here? This badass arm cannon was inspired by one of my FAVORITE games out there - Mega Man! It gives Nero a little space as it launches charged blasts of light - solar goddamned bullets from a distance. It'll punch a hole in steel, crush boulders and wreak havoc on a demon's intestinal tract.

Pasta Breaker

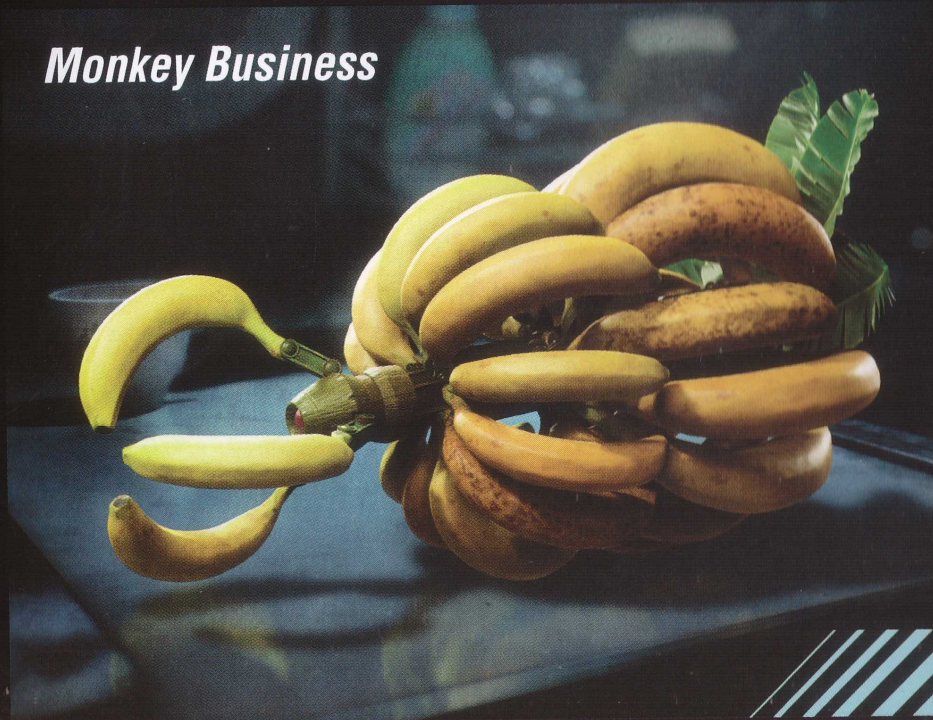
Look it was 2am when I cooked this one up. I was hungry, Nero was asleep and it seemed like a hee-larious idea at the time. I won't bore you with the technical details, but he was at least successful in one-handing a big wad of spaghetti.



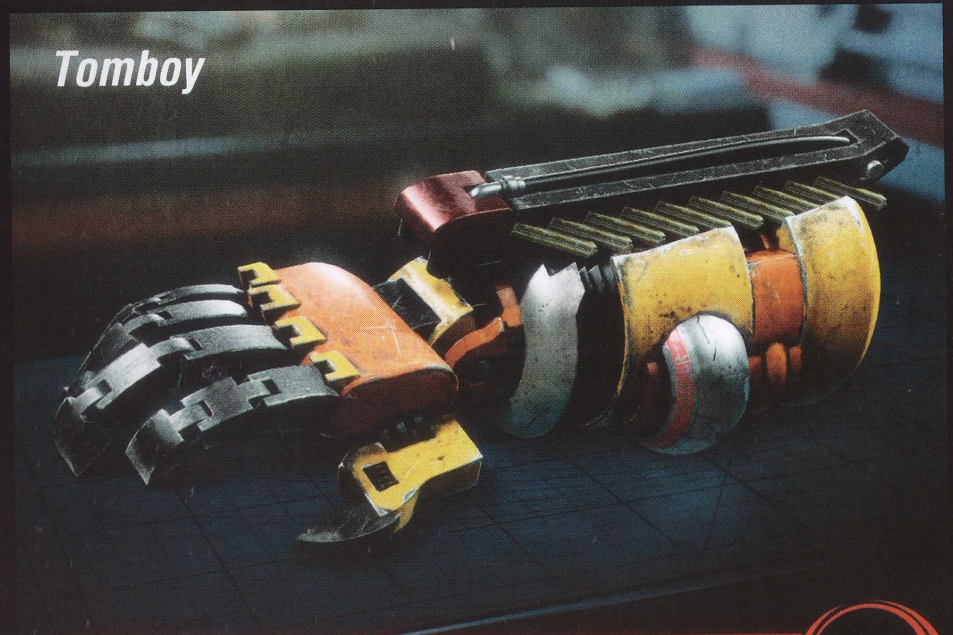
Buster Arm



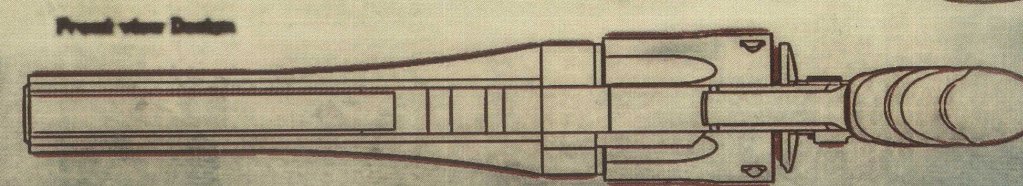
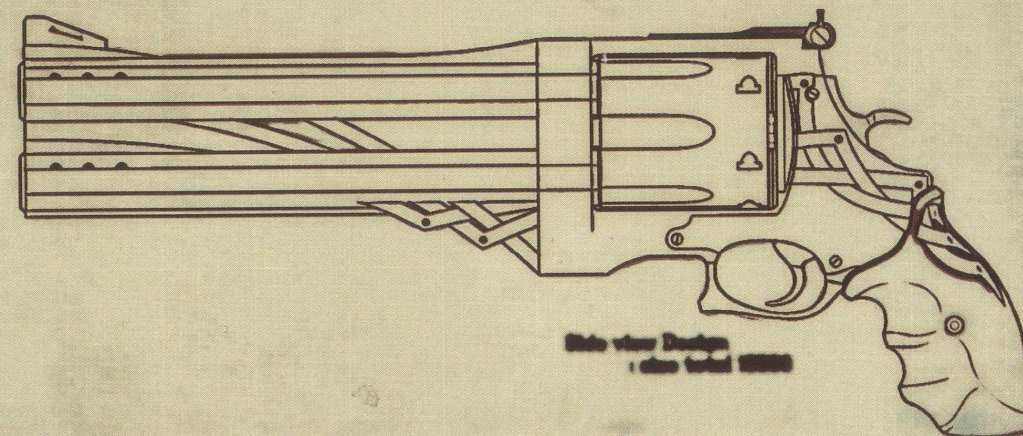
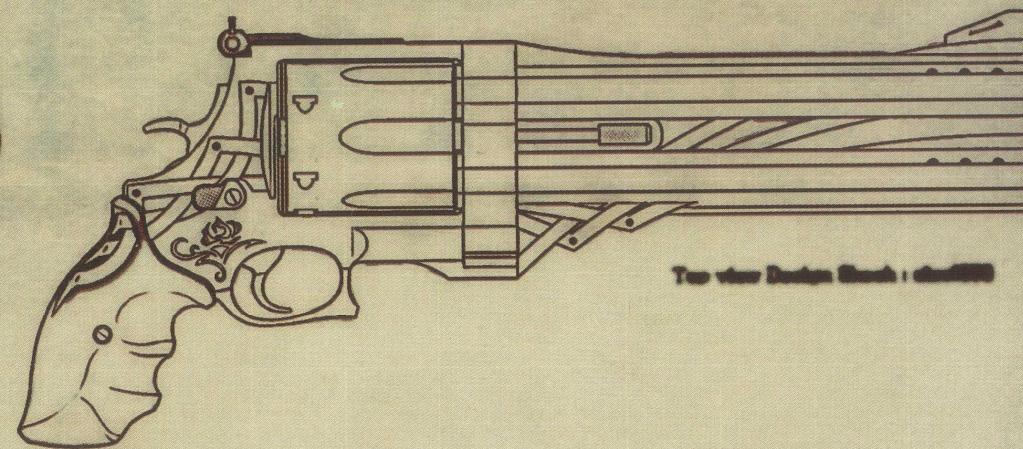
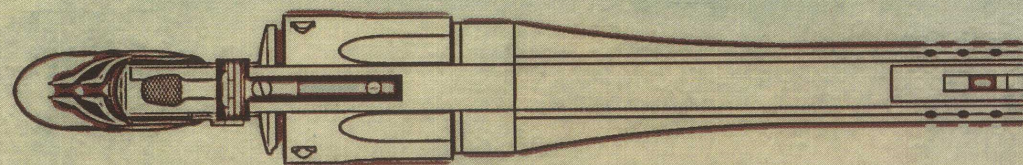
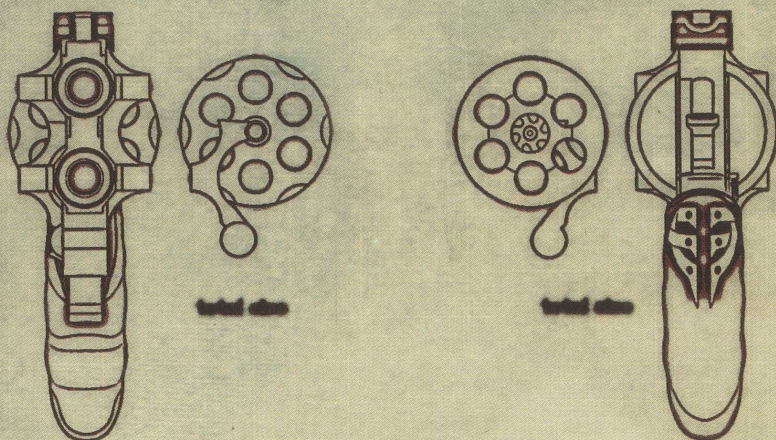
Monkey Business



Tomboy



BLUE ROSE



All this gear I've made? They're my babies. Hell yeah, I got favorites - I'm sentimental that way. I s'pose Nero feels the same about Blue Rose. Gotta respect his work on that sassy gal and I've been tuning it up ever since we met. Y'see, before I bolted together replacement parts for Nero's arm, I was mostly in the firearms biz. Truth be told, I was practically born with gun oil for blood. I blame my grandma - she was doing all this loooong before I ever came along.



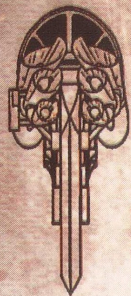
Weapons

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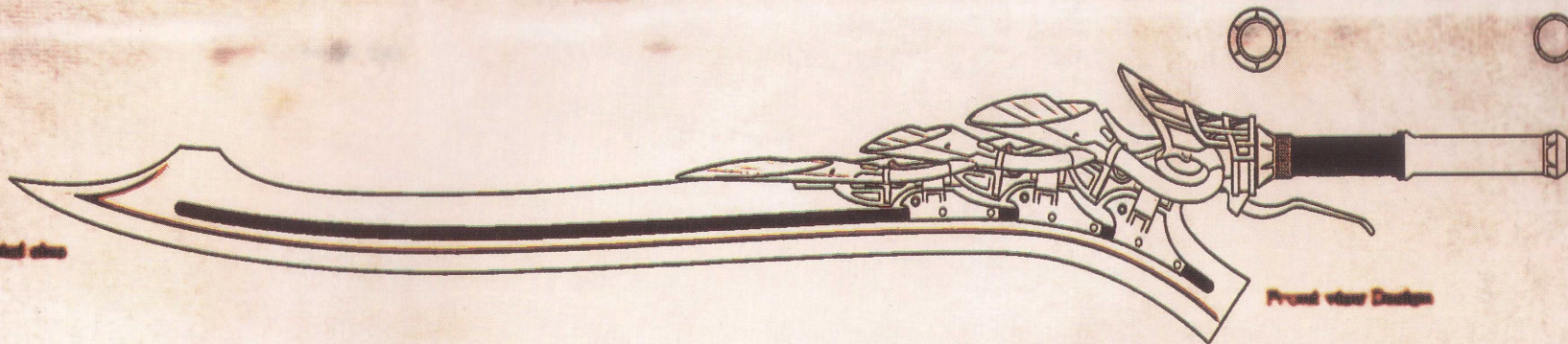


Redqueen

The Order of the Sword



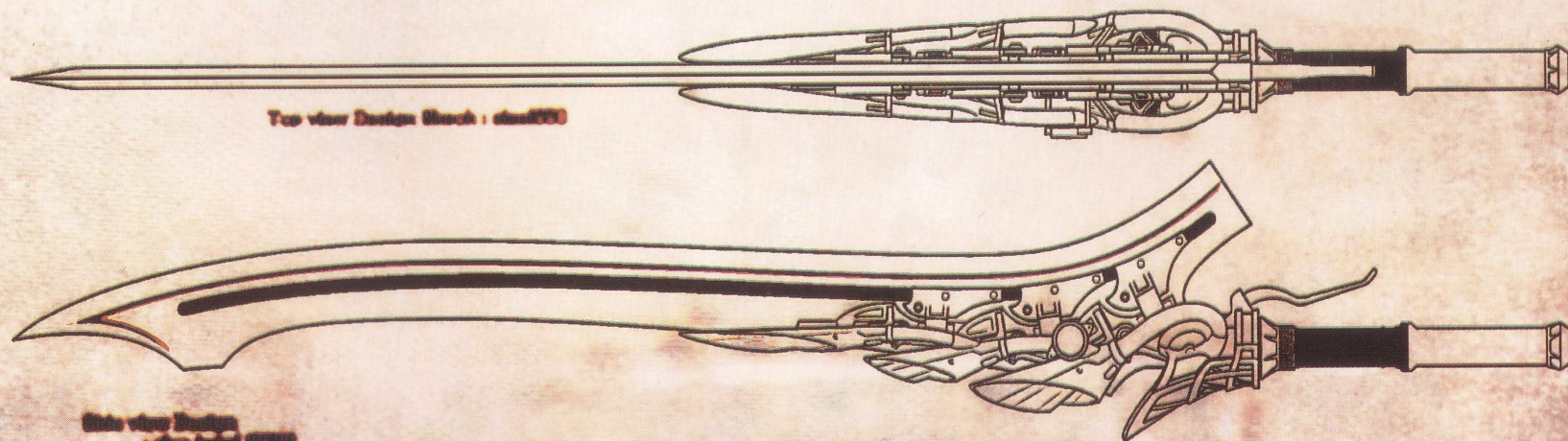
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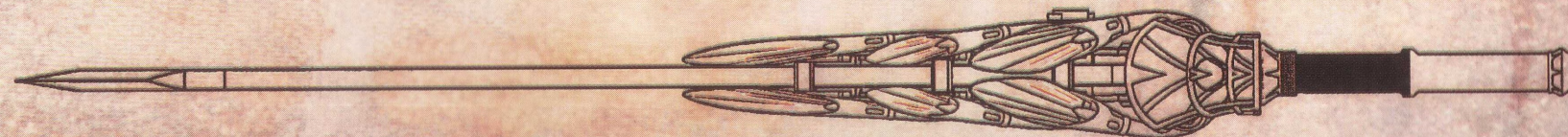
Front view Design



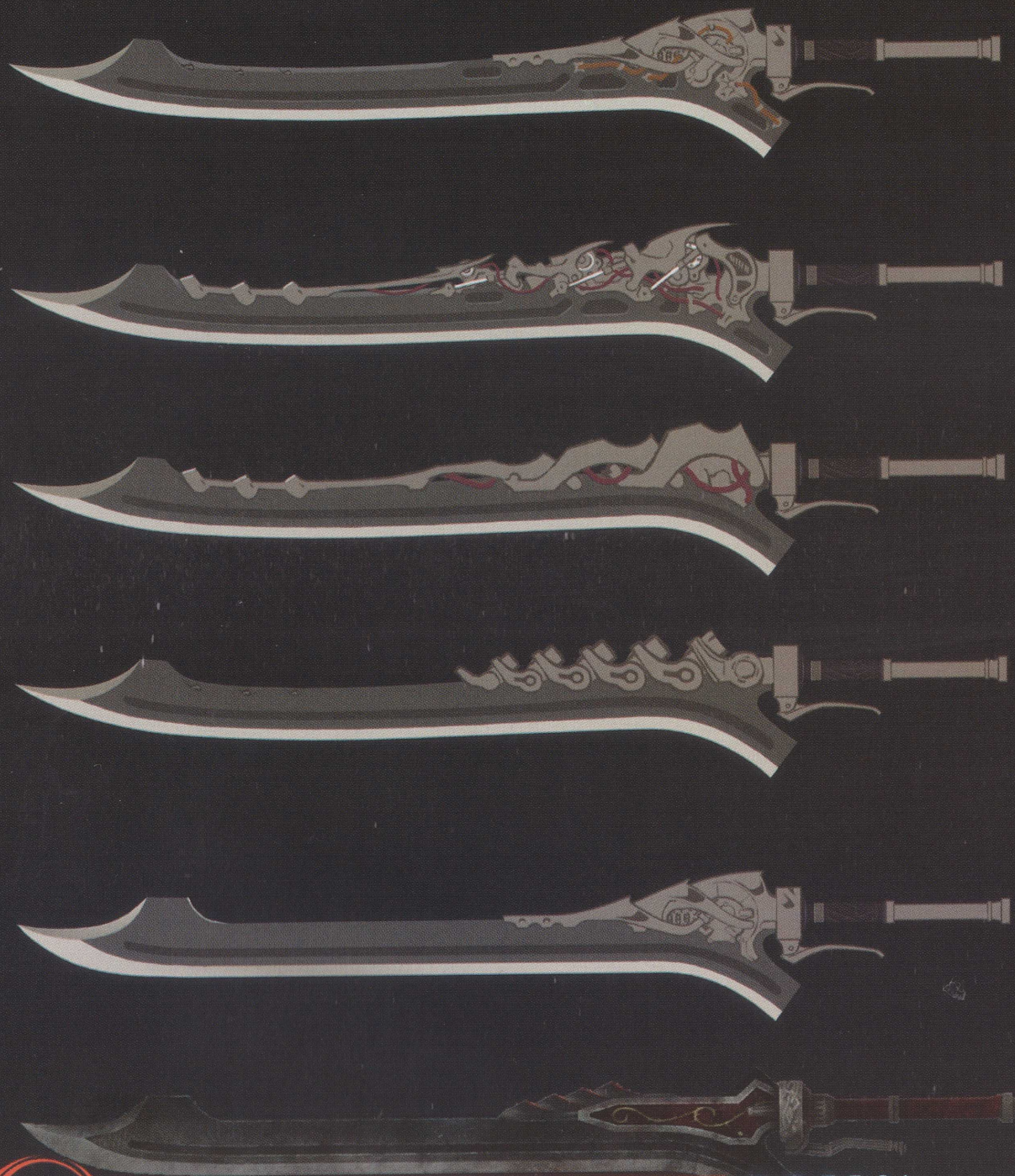
Side view Design
: also total size



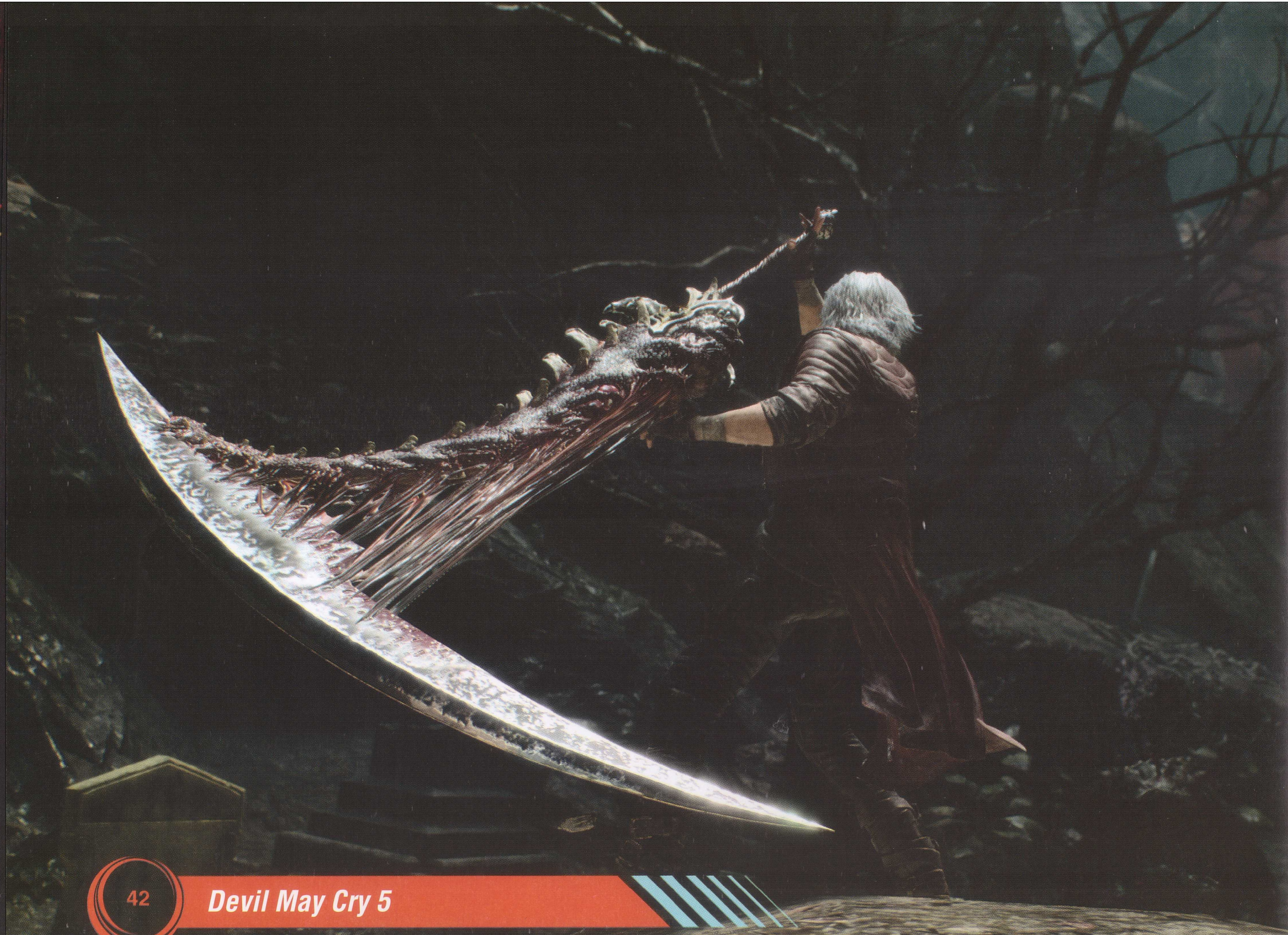
Top view Design Sketch : also total



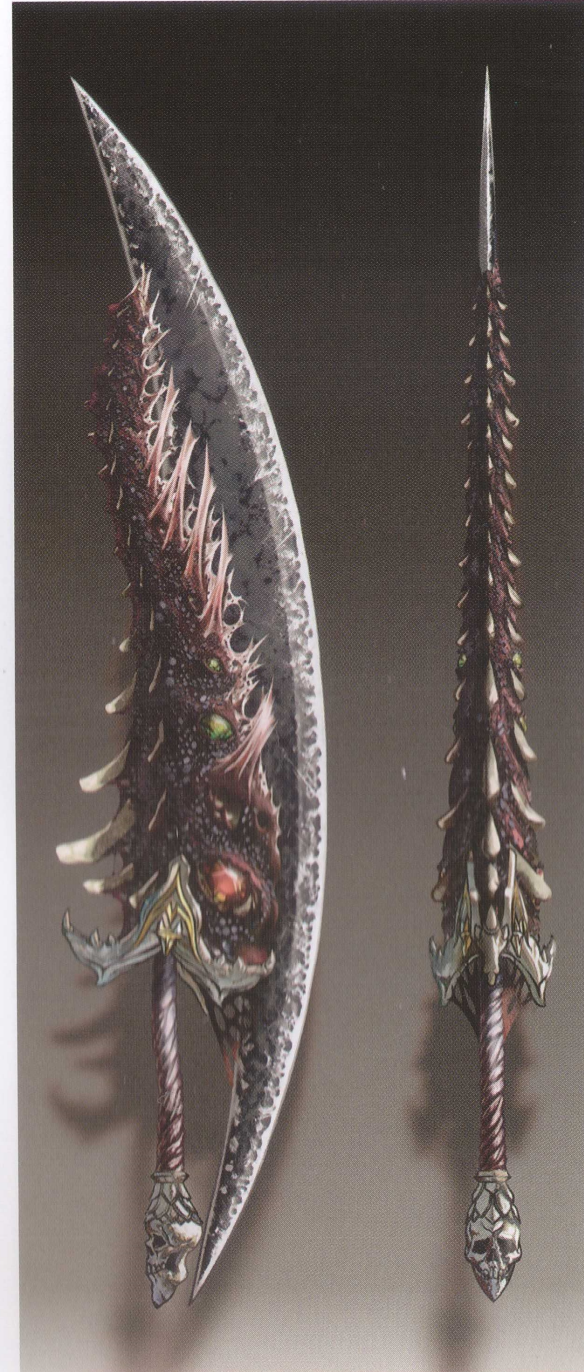
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Sparda



Balrog

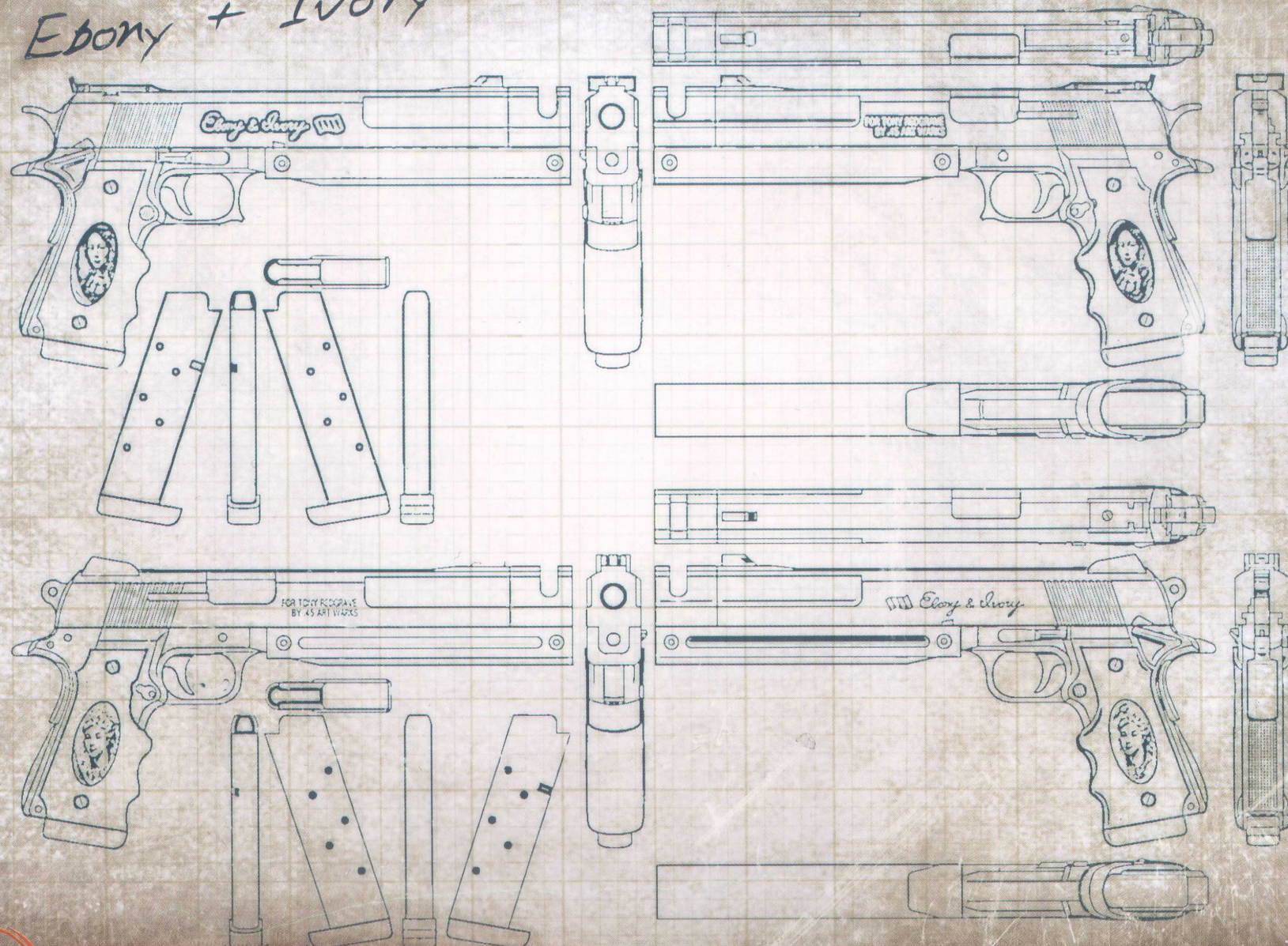




Weapons

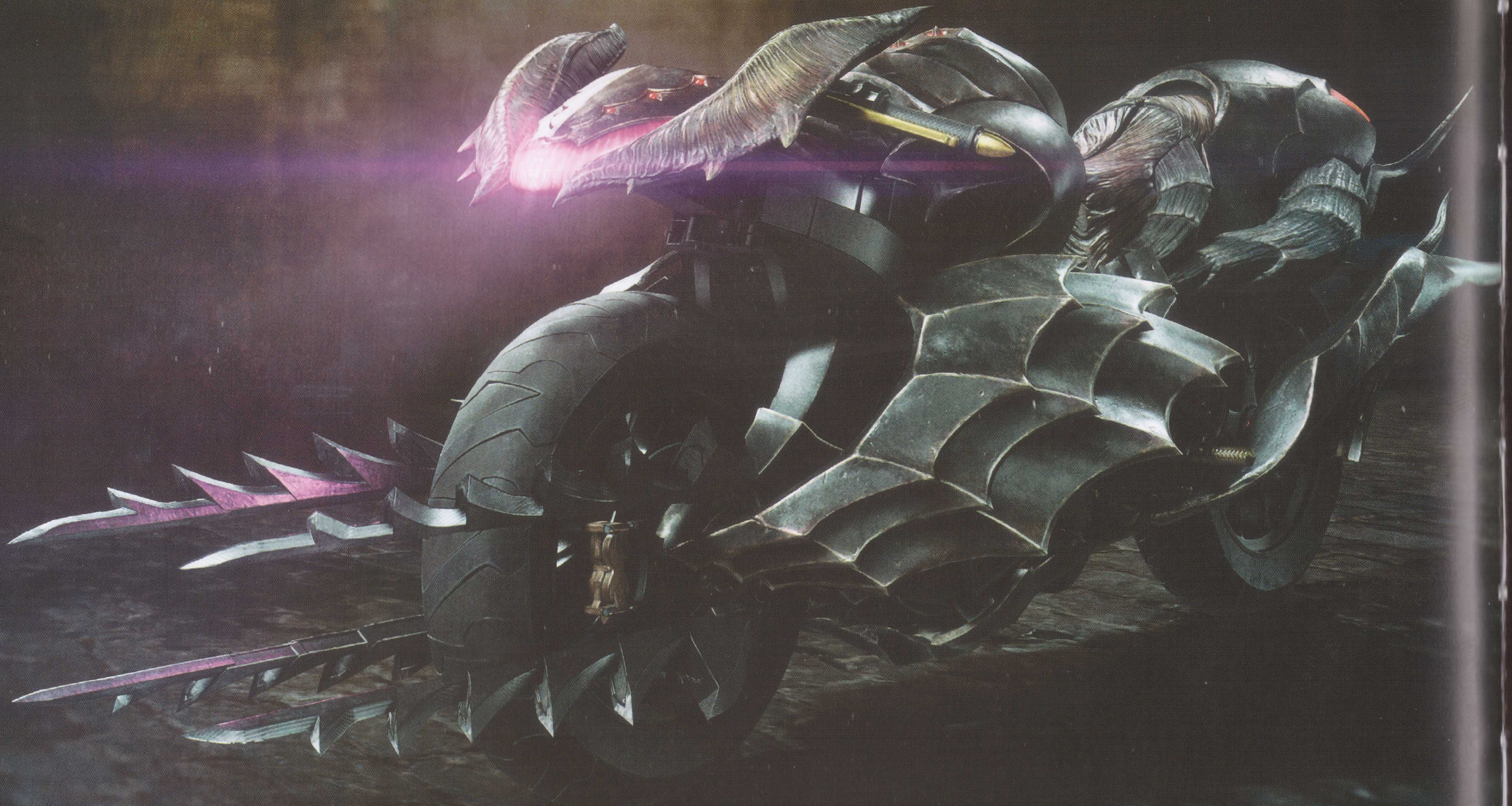
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Ebony + Ivory

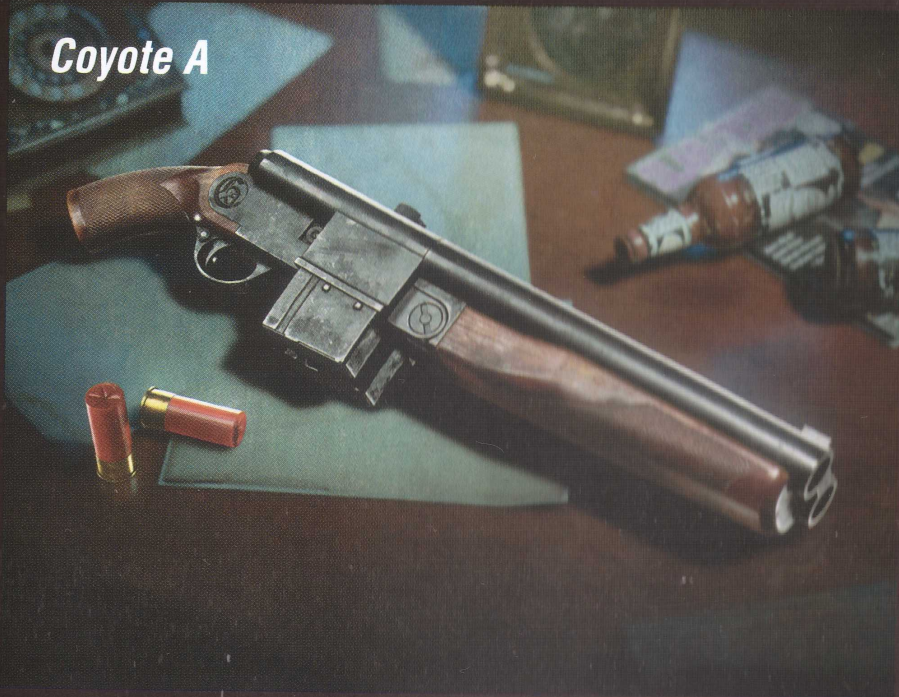




Cavaliere



Coyote A



Dr Faust



King Cerberus



Kalina Ann II



Monster Design

No.1



One thing about these Green Empusa:
They are like the underworld's
version of goddamned cockroaches!
Only difference bein' that these
stringy somebitches'd just soon chomp
down on your leg. I don't need a sword
or a gun - I'd just as soon run these
mother suckers over to hear 'em pop.

No.2

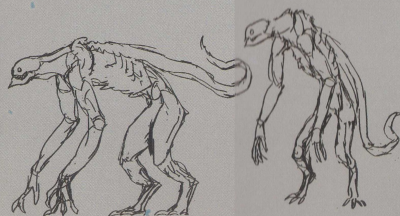
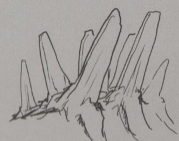


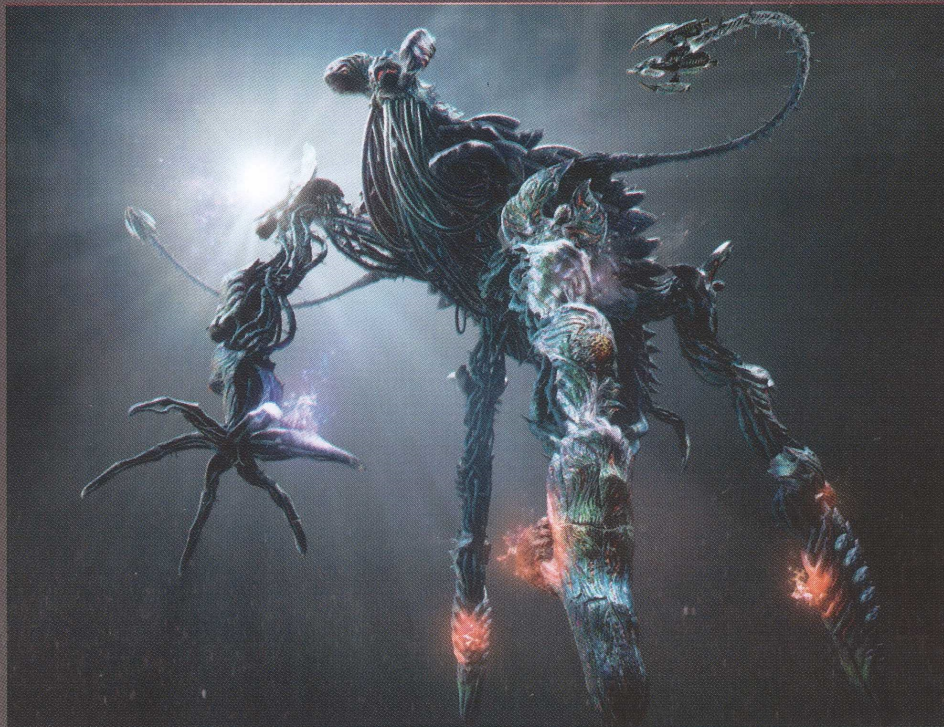


Monsters

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Monster Design







Monsters

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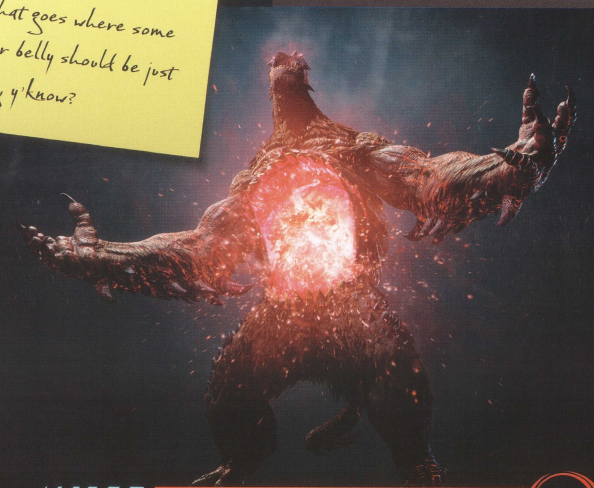
Goliath



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Devil May Cry 5

You know that ol' sayin', "The way to a man's heart is through his stomach?" Yeah, just watch out for the teeth. Now, I ain't squeamish or nothin', but a toothy jaw that goes where some demonic beer belly should be just seems wrong, y'know?



Monsters

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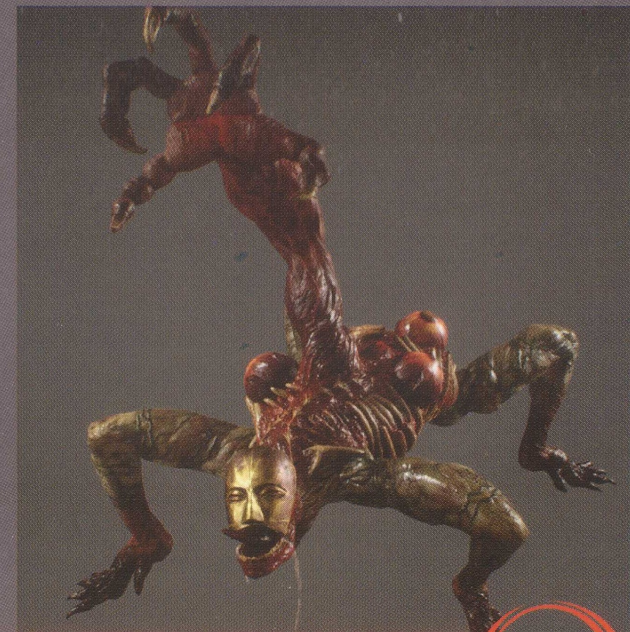




Monster Design



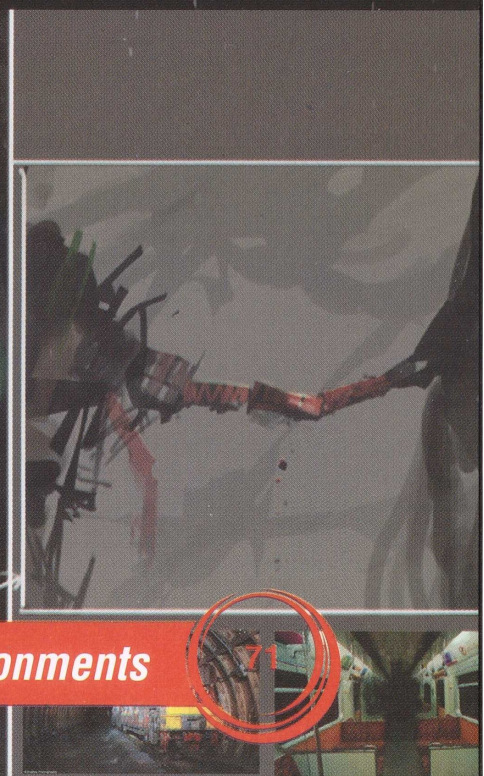
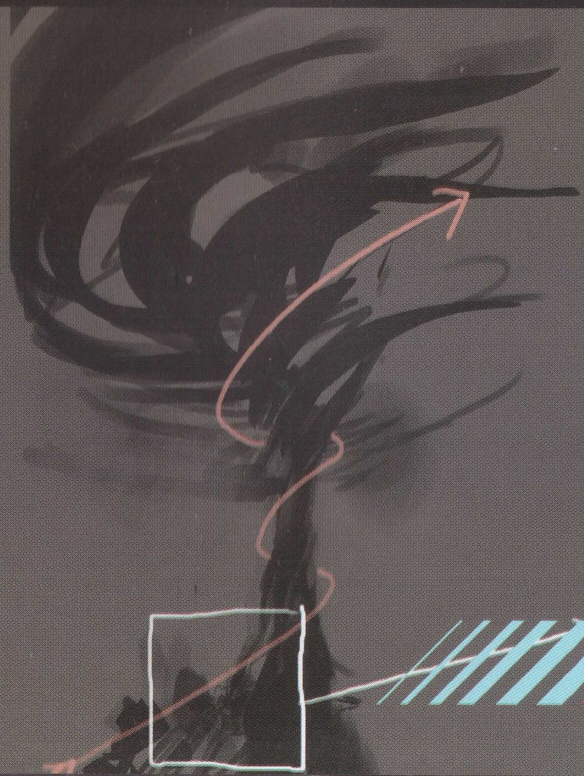
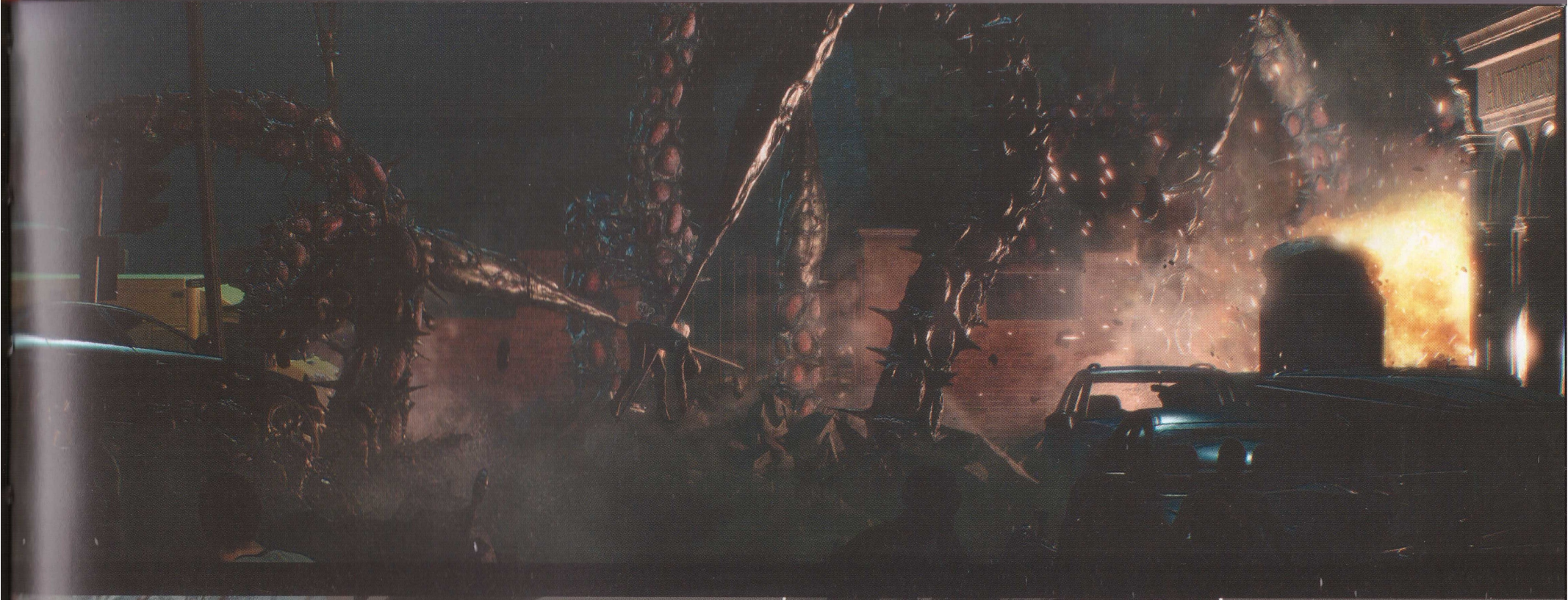
Monster Design





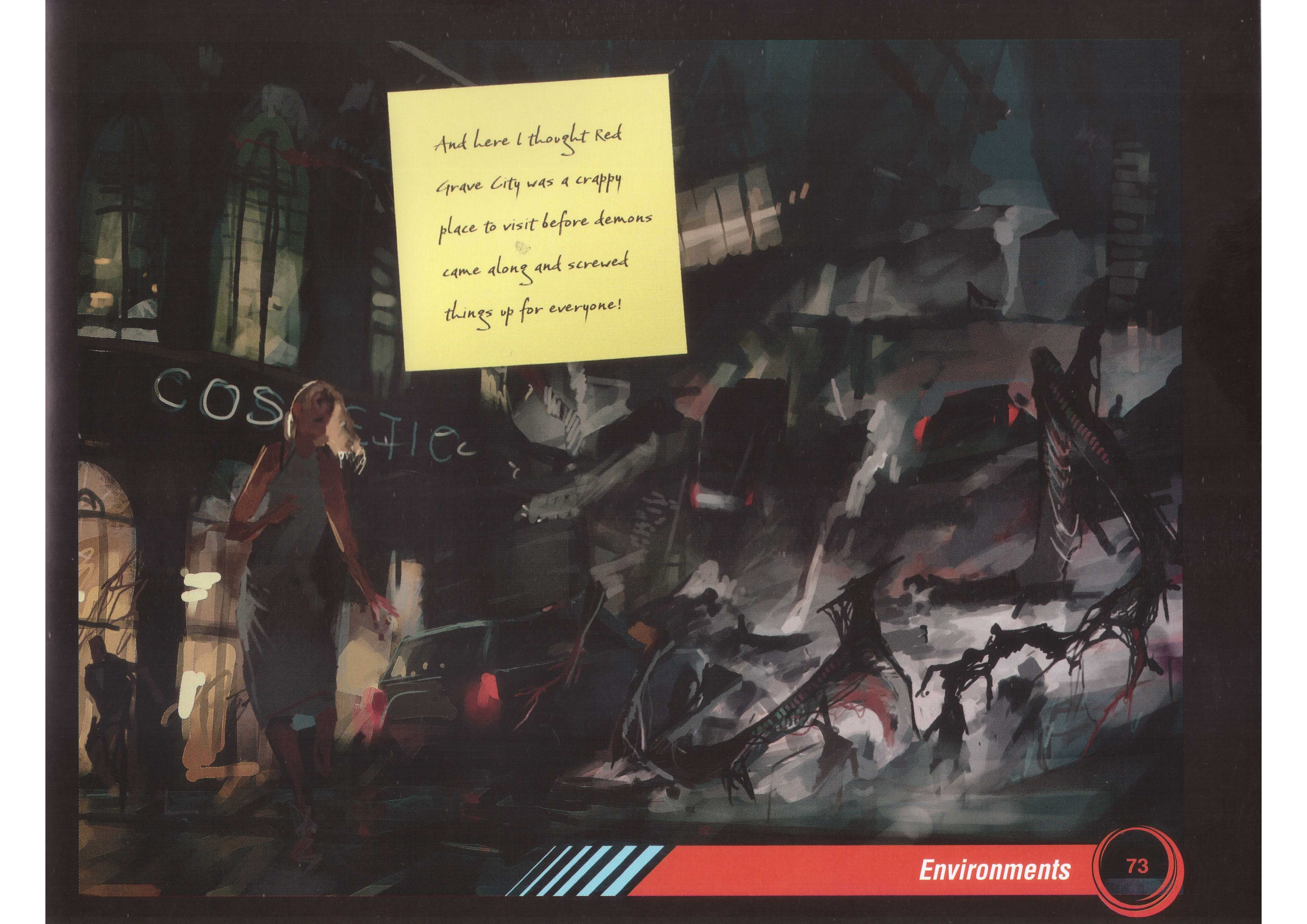






Environments



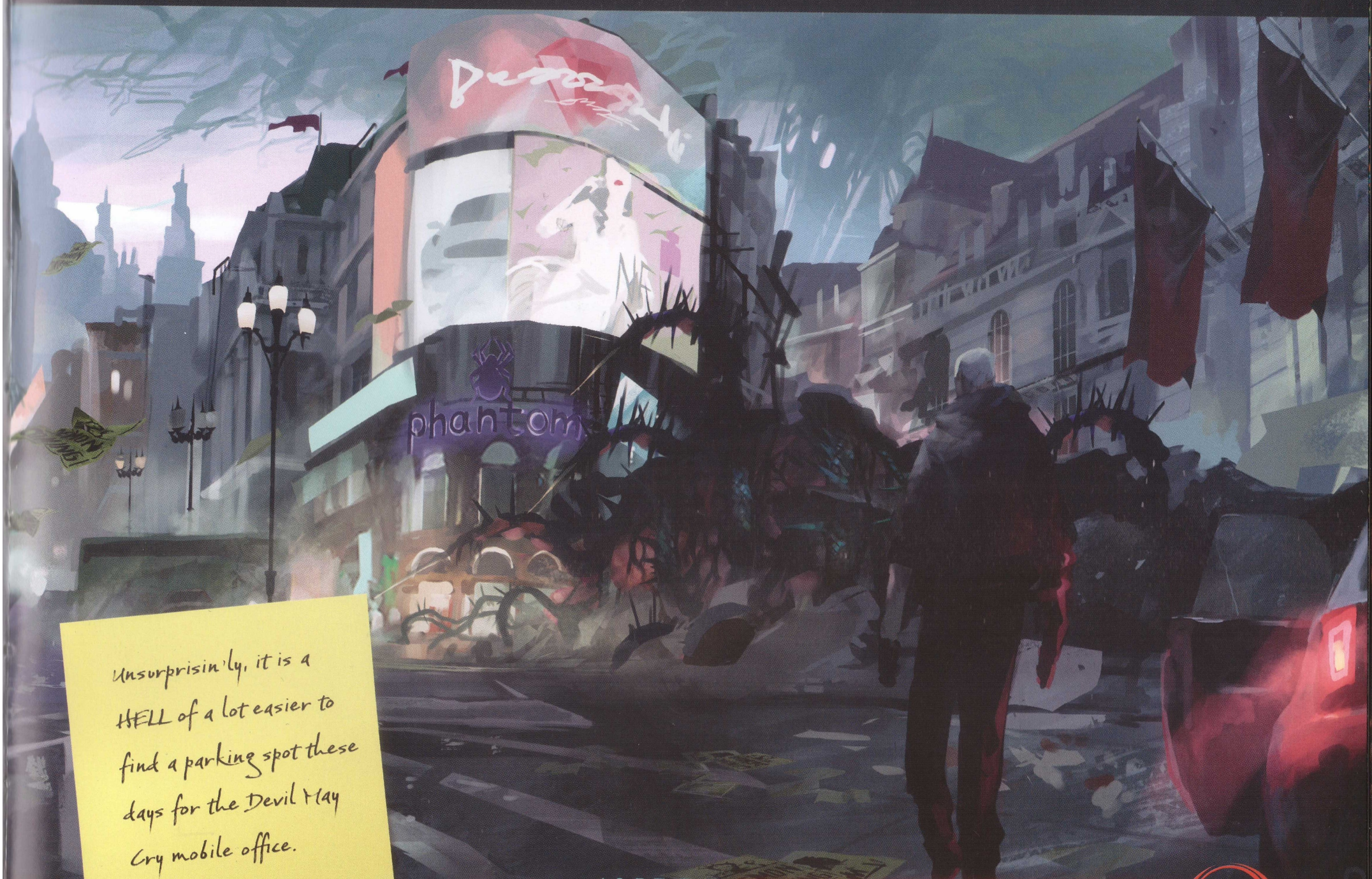


And here I thought Red
Grave City was a crappy
place to visit before demons
came along and screwed
things up for everyone!





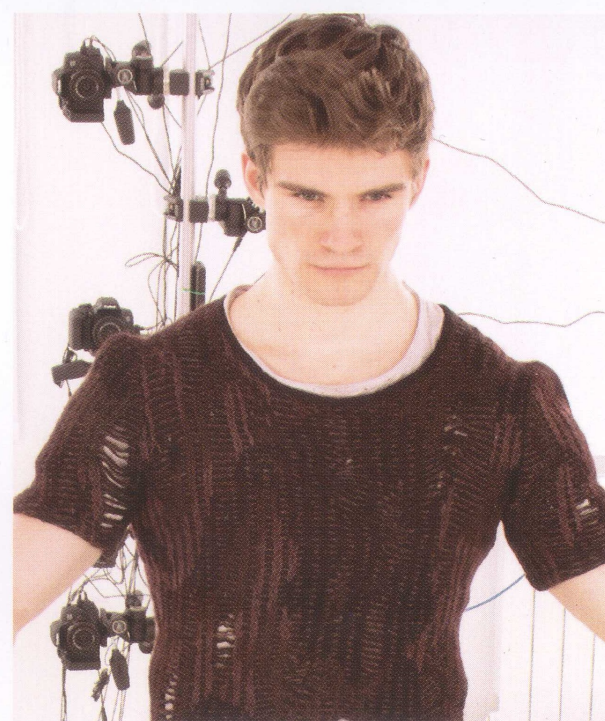


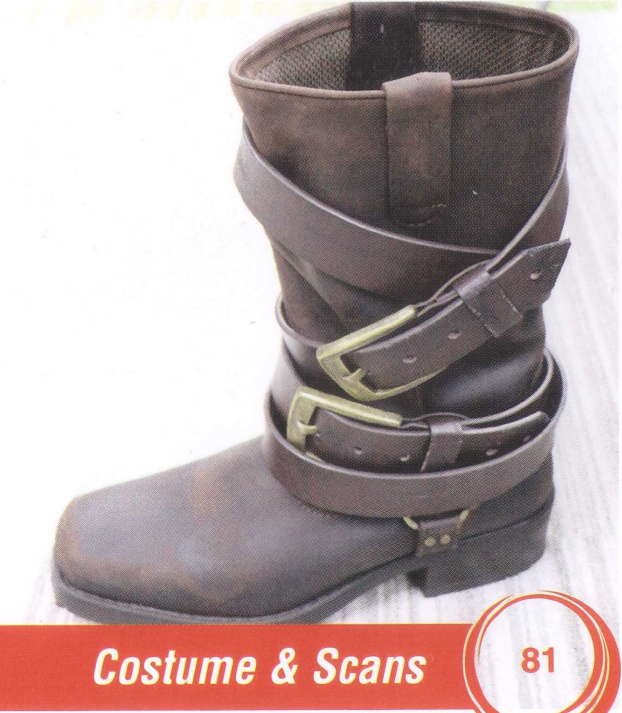
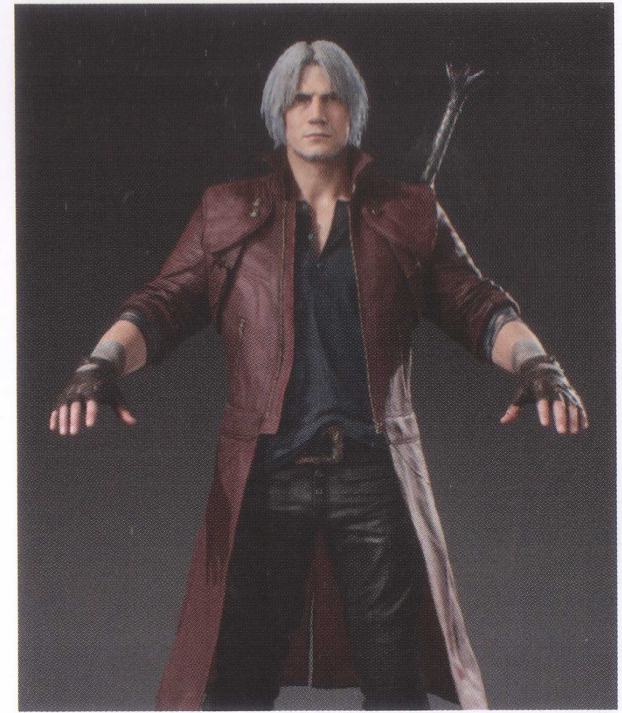


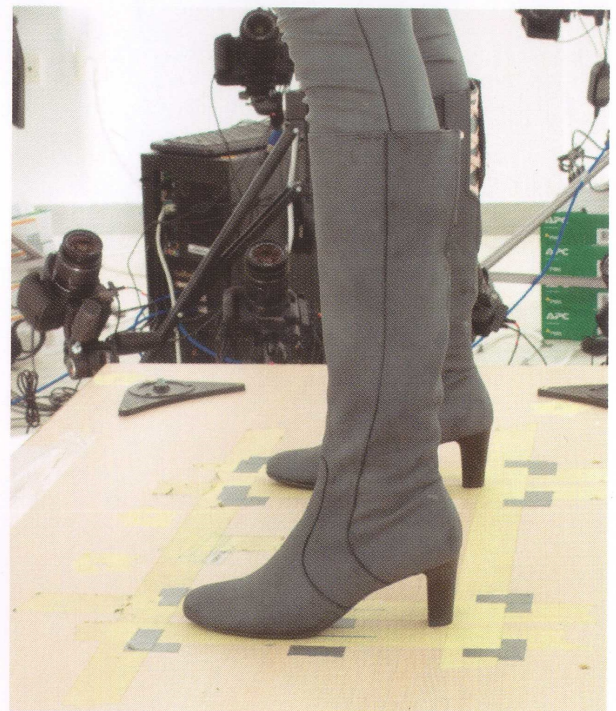
Unsurprisingly, it is a
HELL of a lot easier to
find a parking spot these
days for the Devil May
Cry mobile office.



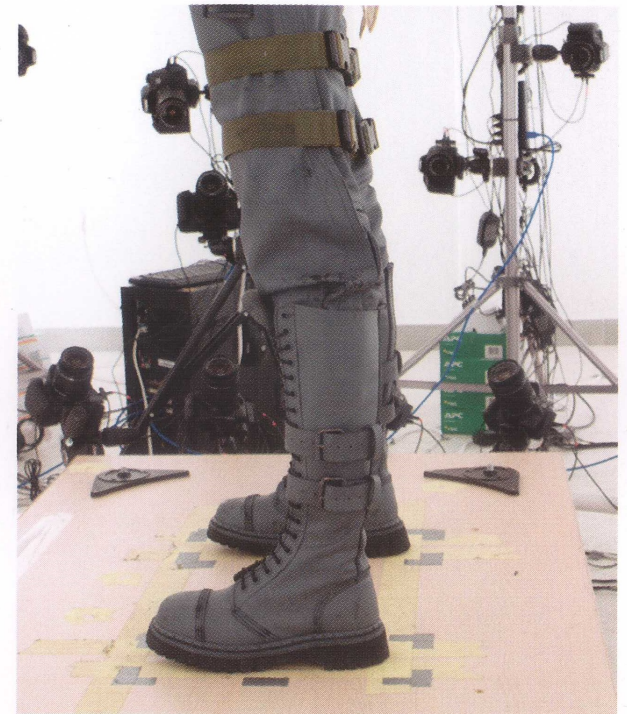














Screenshots

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Screenshots

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Screenshots

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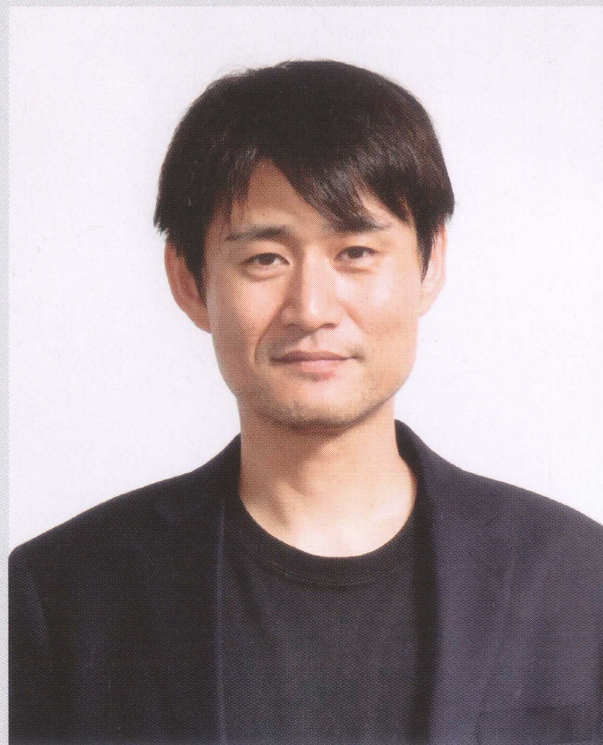


Screenshots

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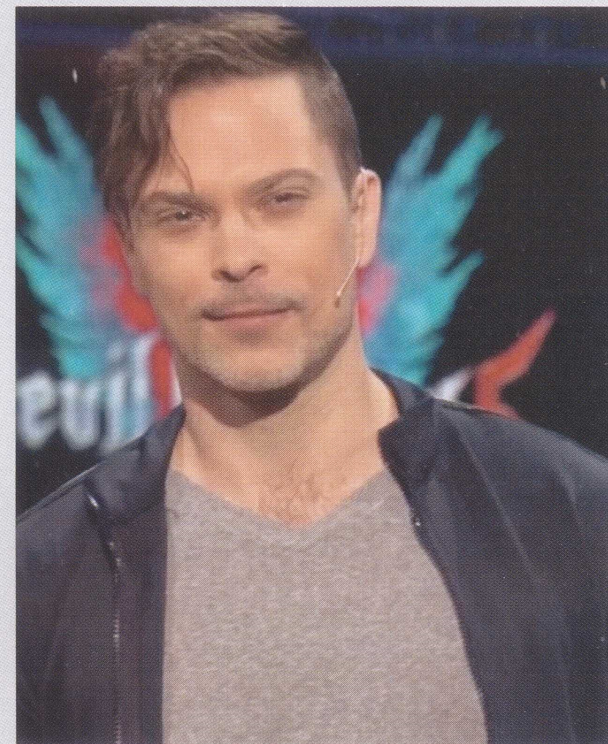
Director
Hideaki Itsuno



Senior Producer
Michiteru Okabe



Producer
Matt Walker



EXECUTIVE PRODUCER

Jun Takeuchi

SENIOR PRODUCER

Michiteru Okabe

DIRECTOR

Hideaki Itsuno

ART DIRECTOR

Koki Kinoshita

SCENARIO WRITERBingo Morihashi
Nine Stories Inc.**MOVIE DIRECTOR**

Yuji Shimomura

**U'DEN FLAME WORKS Co.,
Ltd.****CHARACTER DESIGNER**

Tatsuya Yoshikawa

CREATURE DESIGNER

Daigo Ikeno

**DEVIL BREAKER
DESIGN**Shoji Kawamori
SATELIGHT Inc.**MOVIE PRODUCER**Hiromasa Inoue
SHIROGUMI INC.**PRODUCERS**Tsuyoshi Kanda
Matt Walker
Peter Fabiano**GAME DESIGN
LEAD DESIGNER**

Yoichiro Ikeda

DESIGNERSHaruo Murata
Junya Kumabe
Masaki Moritsugu
Kazuhisa Inoue
Misuzu Watanabe
Tomohiro Shingu
Nanako MiuraNorimasa Sankoda
Ryosuke Yoshida
Tsubasa Saimen
Tomonari Goto
Koji Kakae
Kenichi Suzuki
Ryota Suzuki
Masanori Komine
Hidekatsu Tetsuda
Konatsu Taniyama**ENVIRONMENT LEAD
ARTIST**

Shinji Mikami

ARTISTSShinya Morita
Saki Isshiki
Shoki Giga
Hisae Arimura
Hiroshi Sugiyama
Yasuyuki Maeda
Tomohiro Fujimoto
Shinichi Nishihira
Tetsuya Shibasaki
Taira Hasegawa
Miwako Goda
Takahide Sunagawa
Miyuki Yakushiji
Shinji Kajihara
Naoki Motori
Hongju Shin
Natsumi Furuya
Akihiro Koketsu
Shoichi Hasegawa**CONCEPT ARTISTS**Rintaro Komori
Keitaro Kato**USER INTERFACE
LEAD UI DESIGNER**

Reiko Nakano

UI DESIGNERSJunya Nishino
Dairi Hayakawa
Kana Masumoto
Marie Yamaguchi
Masaki Sugita
Tomoyuki Isozaki
Eul Noh
Saki Kawano
Takeaki ToyookaKana Sasaki
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Mai Okura

TECHNICAL ARTISTYuichi Nishio
Eiji Takata**CHARACTER ART
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Hirochika Nagaki

PLAYER MODEL LEAD

Keiji Nakaoka

ARTISTSWilson Ong
Masako Ofuku
Shinya Yoshimoto
Hiroaki Nakanishi
Taku Kurono
Kenjiro Miyabe
Hitoshi Igarashi
Kota Tsuchikawa
Tadashi Noyama**CONCEPT ARTISTS**Draude Alexander
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Tsukasa Aso

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Yuichiro Hiraki

ARTISTSTomoko Asakura
Koichi Egawa
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Kanna Nakata
Ogawa Junichiro

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Hirofumi Aihara

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Hideto Yoneda
Satoshi Ueda
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Keishi Yoshioka

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& SECONDARY
ANIMATION
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Takami Taki

ARTIST
Senichi Kaetsu

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LEAD PROGRAMMER**
Yoshiharu Nakao

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Tomofumi Iishida
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Kota Suzuki

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Yoshihiko Wada

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Taichi Ezoe
Hirokazu Nishida
Nami Motoi
Shunichi Suwa

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Masahiko Minami

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Yusuke Kinoshita

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DESIGNER**
Arata Iwashina

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Yoshiki Takegaki
Toshiya Kotani
Koichi Kikutani
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Shinkiro
Daigo Ikeno
Chisato Mita
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Shinichiro Komizu

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Satoshi Ukai

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**ASSOCIATE LICENSING
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**MANAGER, STRATEGIC
PLANNING**

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**DIRECTOR, MARKETING
OPERATIONS,
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EVENTS MANAGER

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**DIRECTOR,
PRODUCT OPERATIONS
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**DIRECTOR, PRODUCT
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**VICE PRESIDENT,
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**SENIOR OPERATIONS
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Edmund Wong

**OPERATION SUPPORT
SPECIALIST**

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**VP, GENERAL COUNSEL,
LEGAL**

Hiro Tachibana

**CORPORATE COUNSEL,
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Fabio Santana

COMMUNITY MANAGER

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COO

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**RESEARCH & PLANNING
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SENIOR PR MANAGER

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MARKETING MANAGER

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Claudia Awe

SALES MANAGER

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**SALES & MARKETING
CO-ORDINATOR**

Giulia Bongiovanni

PR MANAGER

Claas Wolter

COMMUNITY MANAGER

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Ka Wai

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Siu Fa

MARKETING MANAGER

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Ying Ying

MARKETING SUPERVISOR

Sonia Chan

Lok Yiu

**MARKETING
EXECUTIVE**

Kyra Yeung

Ting Kwan

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KOREA CO., LTD.
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Asae Nishitsuji

Tomohiro Goto

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Masao Ueda

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Riccardo Minervino

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Shuhei Manom



It's been around 4 years since we began fleshing out the ideas that would end up as DMC5. We've been through a lot and worked plenty of long nights, but you don't realize what you've been through until you actually stop and think about it - because we've always known that there would be players like you waiting on the other end, players that are just as passionate about DMC as we are.

We get to make what we love BECAUSE of you, and we're eternally grateful.

There are also others that you don't hear about, but really deserve credit - PR, marketing, sales - even the hard working people that made this book! We all hope that you've enjoyed the fruits of our labor, and we hope it won't be another 10 years before we get to do this all over again.

The DMC Crew

And don't let the door hit
your ass on the way out!

♡ XOXO
Nico

藍原

Y. Nakao

M. Wote

三上信二

横田俊浩

Wiri
デビッド

平木雄一郎

渥美格之進

啓文

A. Itano

YOKOZUNA

木下晃城

R. nakan

永木佑命

ヨウイナウイナ

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THE ART OF

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